

APA HASHIN

THE C/FO-SAN ANTONIO BI-MONTHLY SOCIAL APA
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APA HASHIN GENERAL INFORMATION

Welcome to the third issue of APA HASHIN (aka the C/FO-San Antonio Social APA)! I'd like to thank Tim Eldred (again) for the cover for this issue. Pat Munson-Siter has sent me a nice cover for #4.

APA HASHIN ("Hashin" is Japanese for "take-off" or "lift-off" or....) currently has 12 members (the amount in parens is the amount in your apa account BEFORE the mailing of this issue, subtract the amount of postage on the envelope from this to find out your current balance).

Pat Munson-Siter (\$5.00)
Edward A. Sevcik (\$5.00)
Bill Brown (\$5.00)
Tim Eldred (\$5.00)
Robert Gibson not mailed
Randall Stukey not mailed
Aaron Reed (\$5.00)
Paul Sudlow (\$5.00)
Earnest H. Migaki (\$5.00)
Lory White (\$5.00)
D.B. Killings (\$3.00)
Paul Haberman (\$3.00)

The extra copies of this issue will be send to the following people:

Karen Helmer of the SDF-Ft Worth
Fred Lee Cain of "C/FO-TopeKa"
Michael Susko of C/FO-Hayward

Copy count for the next issue will be 18! Tribs are due by 15 December 1986 (but do to the Christmas mail crush may not be mailed until after Christmas, I don't want any to get lost in the mail if I can help it. Minac will remain 1 page per issue. APA HASHIN supports friendly freedom of the press on all issues except C/FO politics --- no political discussions please!!

On the following page is the complete set of APA-HASHIN house rules. I had to write them up to send out to people asking about the apa so I would tell everyone the same thing. The only actually new rule is the one asking you to collate your own trib!

There is currently some disagreement as to the spelling of HASHIN. I've seen it spelled "hashin", "hasshin", and "hassin" myself. There is no one CORRECT english spelling, folks. I prefer "hashin" and intend to use it as the official title, so please, potential cover artists, spell it that way on the cover (to avoid confusing people)! How you choose to spell it in your individual tribs is up to you --- like I say, as far as I can tell ALL THREE spellings are correct. Perhaps we should really confuse people and use the Japanese characters for the title instead of attempting to transliterate it!?!? (I'm serious, anyone know FOR SURE what they are?)

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APA HASHIN INFORMATION SHEET

Current as of 10 October 1986

Welcome to APA HASHIN (originally proposed as the C/FO-San Antonio Social APA). As I am expecting more requests for info on this APA as word that it is now open to everyone interested in anime spreads, I decided that it's time to put APA HASHIN's few rules in writing in a standard format so I don't have to keep rewriting them for every person who inquires. I'm sending these to all our "charter" members as well --- a few new rules are included, nothing terribly major and minor additions have been made to several due to questions I have received from members!

- 1) **CONTENT:** APA HASHIN is a SOCIAL APA for the discussion of anime-related topics, but I generally will not scream if you want to discuss other things, but please remember that all tribs should be of general interest to the majority of the APA as a whole. Politics (C/FO or any other kind), personal feuds, personal attacks, and other nastiness are absolutely banned from this APA! APA HASHIN is intended to be FUN and politics, feuds, and nastiness tend to ruin the fun very quickly! I will preview all tribs and if I find a passage that goes beyond the bounds of friendly discussion, I either blot it out with a black magic marker or send it back to the writer for revision (depending on time considerations and the extensiveness of the problem). Censorship? Yep! No doubt about it, but it will keep this APA a fun thing to belong to!
- 2) **COST:** In order to start your postage account with the APA, I need \$3 to \$5 with your first trib. Postage and envelope costs will be deducted from this amount and your current account status will be reported with each issue. When it drops below \$1.50, you will need to send in more money to renew your account before the next issue. Should you fail to renew your account, you will be dropped off the APA. (If you are having temporary financial problems, let me know and we can try and work something out!)
- 3) **FREQUENCY:** APA HASHIN is bi-monthly. Tribs will be due (in my mailbox, not just in the mail) on the 15th of February, April, June, August, October, and December. The completed APA will be mailed out no later than the first of the following month, barring unexpected problems.
- 4) **MINAC (Minimum Activity):** One page every issue (1 every two months). If you can't make a particular deadline, drop me a note and you will be officially excused. Two "unexcused" absences in a row and you will be dropped from the membership list.
- 5) **FORMAT:** Traditionally, in an APA, each member's trib is a separate zine with its own title. However, whether you elect a zine format or simply send in a letter, please insure that your name, address, and phone number (the phone # is optional, however) are on the first page. Subsequent pages should have your name (or your zine's name) and the page number at either the top or the bottom. Artwork should at least have your name on it somewhere (and if you can, please identify the character and show it's from) This will help your fellow members figure out who tribbed what!
- 6) **COPY COUNT:** The OE's page will include the current copy count for the next issue. This tells you how many copies of each page of your submission you should send. The current copy count is _____. I CAN make copies for those who wish (at 5.5 cents a page including collation), but the due date if I have to make the copies is the first of the month instead of the 15th (e.g. April 1st instead of April 15th) and full payment including Texas/San Antonio sales tax (5.625% at the moment, probably will increase in a few weeks) must be enclosed with you trib! Please try and have your copies made on both sides of the page, if possible, it will reduce everyone's postage costs!
- 7) **PLEASE COLLABORATE YOUR OWN TRIB!** COLLATION DONE BY THE OE WILL BE CHARGED TO YOUR APA ACCOUNT AT THE STANDARD RATE (in San Antonio) OF 0.5 CENTS PER SHEET. (For example, if I have to collate a 10 sheet trib with a copy count of 20, it would cost you 200 x 0.5 cents or \$1.00!)
- 8) While APA HASHIN is not intended to be a "family publication", it is not intended to be a "triple X-rated publication" either, so let's not get so graphic (with either sex or gore) that our stories and artwork get totally gross. If you are going to write/draw something that is "X-rated", please WARN people before they get to it so that those of us who have no desire to read/see such stuff can simply skip over it! I reserve the right to refuse to include anything that I consider to be in extremely poor taste!!!
- 9) In the unlikely event that the APA needs to vote on something (OE's decision final on whether a vote needs to be taken), a simply majority of members tribbing will decide the issue.
- 10) Try to avoid making "cryptic comments" (e.g. "RANDALL: He's a Kitsune.") to other members, try to say enough to let the rest of the membership know what you are commenting about with forcing them to go back and re-read the last issue!
- 11) Remember, any translations that appear in APA HASHIN are (probably) amateur efforts. So, if you point out mistakes, please do so nicely --- without insulting the translator's efforts, knowledge, or intelligence.
- 12) Remember to introduce yourself in your first trib!
- 13) **OTHER RULES:** I can't think of any more rules that will be needed, but if any come up they'll be published on a future OE's page and either put up for a vote or enacted by the OE's proclamation (depending upon the type of rule). While this APA is not being run by committee, I am more than willing to listen to all suggestions and ideas for improving this APA and making it more fun for everyone!

Apologies to Lee Gold, Patricia Munson-Siter, and John Singer from whose APAs most of these rules were stolen.



BYSTON WELL GAZETTE



OCTOBER/NOVEMBER 1986 ISSUE

Written for APA HASHIN by Randall S. Stukey, 4122 Tallulah, San Antonio, TX 78218-3452.

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Please call between 6pm and 9:30pm CDT. Don't even think of calling collect!

AT THE SIGN OF THE UNICORN

Well, the C/FO Membership Directory is finally done and sent off to Fred Patten for printing and mailing --- This is one item Robert and I won't have to collate and mail! Unfortunately, the length of time it took me to finish the membership directory combining with the late hour at which some of the tribz containing characters for my Babophebe PBZ game arrived will delay the actual start of the game until the next issue, all I'll be able to do this issue is give everyone their Babophebe skills and some background on the what's going on in the world. Oh, well, on to comments.

COMMENTARY IN BYSTON WELL GAZETTE

PAT MUNSON-SITER: Thanks for the Gatchaman background, as you already know it turned me into a Gatchaman fan. Thanks also for letting me reprint it in the C/FO-SAN. You say you love the Starship Troopers game? I used to play it alot when it first came out, but we always found it quite unbalanced. The Bugs had a heavy advantage over humans. And the Humanoid vs. Human scenarios were a push over for the humans.

Aida Starshadow is an interesting character, I'm looking foward to seeing her in action in here or in BIRD SCRAMBLE. One question, are the Corrandi from the Gatchaman series, or did you create them?

The Lensman story is quite good (Here I'm talking with an advantage, fellow apans, I've seen the whole story, it's one of the first things Pat sent me some months ago) and I really like Shira --- but then Robert will tell you that I tend to like any powerful female character. However, I still can't figure out if it's set in the Lensman universe of the books with some of the anime series ideas thrown in to attract the anime fans or whether it is set in the Lensman series universe with ideas thrown in from the books to attract die-hard Lensman fans like me. It doesn't really matter, but you know me: I like to you everything neatly into its pigeonhole.

Your character in the Babophebe PBZ is fine and as you were the first to send me your stats, you get to have your first choice of professions: you are a Robot Pilot. During your time on Babophebe, you have acquired the following skills:

Leadership:	2	Equestrian:	0
Pilot/Robot:	3	Robot Technician:	1
Pilot/Aerospace:	3	Magic:	0
Babophebe History:	3	Diplomacy:	2
Babophebe Hand Wpns:	2	Survival:	1
Administration:	2	Babophebe Law:	1

Your Robot Class is 50 tons (see the campaign section below).

PAUL SUDLOW: Welcome aboard. Only one comment on your list of interests: Just how does one "properly cook" a smurf?! I personally think anything less than what Baka did to them in the 4th chapter of HOTEL

ANIME (in the C/FO-SAN, if there is anyone reading this who doesn't get our super-serious chapter newsletter) is being too nice to the little blue critters!

So you think/thought that the national C/FO is/was doing "nothing discernable to the unaided", huh. Well, I've got news for you, those of us who are running it (and therefore it the "aided" category I would guess) aren't so sure it's doing anything discernable either! (Now under an electron microscope, you might be able to see some activity.) Despite this numerous chapters are springing up across the country! I don't get it, but then I never can understand people. Best of luck with your recruiting drive for C/FO-Sewanee.

Your character in the Babophebe PBZ is fine. You get to be a Robot Pilot, too. During your time on Babophebe, you have acquired the following skills:

Equestrian:	1	Aerospace Navigation:	3
Pilot/Robot:	3	Robot Technician:	0
Pilot/Aerospace	1	Magic:	0
Babophebe Hand Wpns:	1	Survival:	1
Communications Tech:	1	Babophebe Law:	1

Your Robot Class is 30 tons (see the campaign section below).

AARON REED: A hearty Texas welcome to you too, Aaron. As you well know from your slow (at least from my end) correspondence with me, I'm not much of a Urusei Yatsura fan, however, I share your interest in DIRTY PAIR. I absolutely adore Yuri, she one of the few anime characters I have a crush on. I didn't care much for THE SUPERGAL, but I loved Rumiko's other feature FIRETRIPPER.

The ROBOTECH MOVIE flopped in the Dallas/Ft. Worth area and in doing so it probably spelled the doom of Harmony Gold. If they haven't declared bankruptcy yet, they probably will by the end of the year....

I loved your hand colored artwork --- even if it was Lum!

ED SEVCIK: What! You didn't notice the porportional typefont! The little horns, Gay-90's print font, and margin justification are nothing compared to the fully justified proportional type. I had to buy a whole new word processor to do this. That was expensive. The cute horns and such are done with a cheapie \$39.95 program. Shame on you, if you're going to be insulted by my bad taste, the LEAST you could do is be insulted by my EXPENSIVE bad taste, not the cheapie stuff.

Who told you about Mrs. Munson!?

I've read just about everything on your list, Ed (except for John U. Lloyd's Etidorpha, or the End of the Earth, which I've never even heard of) and of the books you list Aristo's Orlando Furioso and Eddison's works (especially The Worm Ouroboros) are my favorites. I never did like Islandia and my opinion of Les Miserables is even worse --- but the latter may come from having to read it in high school under one of the rare teachers who KNEW exactly what the author meant when he wrote the book (apparently because she was born about the same time as Shakespeare). By the way, you are, of course, 100% correct in your statement that "a good background in world literature is ipso facto a good background in the Fantastic and Outrageous." All your great SF/F authors (and numerous not-so-great authors) have are widely read. It's rare for an author who limits his/her reading too much to write anything that can be considered "great". I would like to read Lloyd's Etidorpha, however, so if you see another copy of it floating around at a reasonable price, like me know.

You will not have any trouble with the PBZ, Ed, because you don't have to worry about rules (too much) or rolling dice. You just tell me in plain old English what you want your character to do and I'll take it from there. The character you wrote up is fine. You get to be a Alchemist --- a great choice by the way, its easy to play and one is definitely needed in the group. During your time on Babophebe, you have acquired the following skills:

Equestrian:	0	Magical Engineering:	3
Robot Technician:	3	Mechanics:	2
Areospace Technician:	2	Computer Technician:	1
Babophebe Literature:	1	Babophebe Science:	1
Babophebe Myth/Folklore:	0	Magic:	0

BILL BROWN: I know several people who believe ODIN would better without Loudness, but then I also know several people who think that the music of Loudness is the only thing good about ODIN!

No, Bill, I've carefully scanned my brain (a task that didn't take a whole lot of time, believe me) and I can't find even the smallest bit of "liking" for Urusei Yatsura. I will admit to loving the Kitsune and I'd love to see him get a show of his own, so I could enjoy his adventures without having to put up with Ataru, Lum, Ten, Mendo, Cherry, Shinobu, et al. Hmm, I guess we'd have to keep Shinobu around so the little fella won't be heart broken. I do like certain episodes of Urusei Yatsura, however (even those that, horror of horrors, lack the presence of the Kitsune), mainly those that delve heavily into Japanese mythology and folklore. I tend to understand these episodes and hence find them interesting, whereas the normal episodes go right over by (humorless) head and therefore I am bored to tears by them.

I'm not a Gundam fan either (even though Barb Edmunds is going to be sending me the entire run of Gundam when she gets the chance to make copies for me), but I think I could become one if someone could translate the series so I would know exactly what is going on, the plotline seems to be too much of a "wheels within wheels within wheels" type thing for me to be able to figure out exactly what is going on by watching it and I don't like shows that I can't understand what is going on! Up until I received the first issue of BIRD SCRAMBLE, I couldn't stand Char, but there was an interesting piece of GUNDAM fanfic therein (don't ask me what it was doing in a Gatchaman APA) that showed him in a different light.

Bill, you forgot to print your character as part of your trib, so I'm printing the whole thing here. Yes, you get to be a Newman.

Name: Bill Brown (to go by the name of William)

STR - 2	SKILLS: Television Production/Post Production:	3
DEX - 3	Photography:	2
REA - 4	Computer Use/Programming	1
WIL - 3	German	2
APP - 3	Electronics	1
EDU - 15	Public Relations/Speaking/Presentations:	1
AGE - 21	Bizarre, Annoying, Morbid Sense of Humor:	4

NEW SKILLS: Babophebe Geography:	3
Survival:	3
Pistol:	1
Robot Pilot:	0
Tactics:	2

NEWMAN SUPERPOWER: Animate Objects (see info sent to you seperately)

TIM ELDRED: Con Chairman! Very good. Now all you need to do is move down here and help San Antonio move out of the Con black hole. Cons never do well in San Antonio. We may be the 10th largest city in the country but we have to go to Dallas or Houston to go to a good con. Part of the problem is that one-half the population doesn't speak or read English and one half is military and not here very long. Fan clubs and the like have a very hard time getting started here --- let alone conventions.

So you wouldn't mind getting a phone-book-sized anime APA every other month. But, uhh, Tim, you are getting a phone-book-sized anime APA every other month. It's just a small town phone book, that's all.

I loved the "Formal Trooper VOTOMS" illo.

Re LENSMAN: Uhh, Tim, STAR WARS is a LENSMAN swipe, not the other way around. Us Lensman fans immediately recognized the roots of STAR WARS when we first saw the movie. It's rooted strongly in LENSMAN [the plot, the Jedi Knights, and the force] and in (of all things) THE WIZARD OF OZ [the characters]. I am far more of a fan of the LENSMAN books than I am of the movie (which followed GALACTIC PATROL as well as any movie follows the book it was based on) or the series. The series is closer in spirit to the books than the movie was, however.

Yes, the early LENSMAN (series) episodes are not the best, both story and art gets better as the series continues (at least, in my opinion), however, if you are a rapid-action fan (unlikely if you like VOTOMS) you will not find much to suit your fancy. It really helps to have read the books, too. If you haven't read them, may I suggest that you skip over TRIPLANETARY and FIRST LENSMAN and start with GALACTIC PATROL. It was really the first book in the series to begin with (TRIPLANETARY and FIRST LENSMAN were written much later) and I know many people who have been turned off by the disjointed nature of TRIPLANETARY and the establishment of Galactic Patrol in FIRST LENSMAN. If you read and like the rest of the LENSMAN series, you will probably want to come back and read the these two prequels. If you want to be deluged with LENSMAN info, join Pat's LENSMAN APA, we need members!!

If you get the impression that I'm a LENSMAN fan too, you are 100% correct.

EARNEST MIGAKI: Welcome, Earnest, glad to have you aboard. Yes, Americans do tend to avoid anything not in English. Regardless of how good the story is, if you can't understand it, it's not that good! Yet Americans also avoid sub-titled movies so there is more to it than simply being able to understand what's going on. The root of the problem that English has become the modern day "world tongue", everyone else learns English as a foreign language (in first and most second world countries, at least) while most Americans never learn any foreign language. And speaking logically, why should they --- English is the current lingua franca, there is no one foreign language that an American can learn that will do him as much good as the language he/she learned as a child, there are only two other languages (French and Spanish) spoken by any large number of people on the entire continent! Americans have no real reason to learn a foreign language and every reason to expect that anything "really good" will be translated into English sooner or later. Giving this background, I find it easy to see why Americans avoid "anything not in English like the Plague!"

I tend to agree with you on the butchering of cartoons because they are too violent or too whatever. I watched unedited Bugs Bunny and Roadrunner and other things far more violent, like the Vietnam war on the evening news, when I was I little kid (say age 3-7) and I do not think I was warped by the experience. I think that most parents who want all violence removed from the tube are using the violence on the tube as an excuse for the results of their own poor child-rearing techniques. It's easier to blame violence on the tube for problems with their children than it is to admit that they didn't take the time to raise their children with proper values! Even if the show is on a national network, a parent can always forbid his child to watch it. I've yet to see a TV grab a child and force her to watch a show her parent's do not want her to watch.

However, I can see some of the arguments the PTA and others have as well. I expect parents to be perfect, just like I expect everything else to be perfect. Whereas in the reality of this modern world of two-job families and latch-key kids, the only way a parent can exercise control over what his children see is to have offensive items not broadcast! The problem is, of course, what is offensive to you is not offensive to me and vice-versa. For example, if I had to choose between allowing either X-rated movies or Friday-the-13th-style slasher flicks on prime-time TV, I'd choose to put up with the X-rated movies and ban the slasher flicks. (If I had children, I'd rather they be exposed to senseless sex acts than senseless violence.) However, this is a matter of opinion and I know many who would choose (and for just as good of reasons as mine) the opposite way.

My main problem with "sanitized" TV shows is that they do not reflect the real world. In the real world people get shot and die, situations do not always have a clear-cut right and wrong choices, good does not always triumph in the end, etc. I'm afraid that the sanitized cartoons and "family" shows of today are going to have just the opposition psychological effect of the violent shows --- children will grow up expecting everything to be okay in the end and knowing that when you blow someone away with a .45 they just neatly fall down, not a drop of blood is spilled, etc. What I think is needed is a happy medium.

Hmmm, I see that I've gone into my lecture-mode. Sorry about that, but my feelings are mixed on the matter, both sides have valid points and there is really no easy solution.

As to your character, he is quite acceptable. You have been trained as a Robot Pilot.

Pilot/Robot:	5	Robot Technician:	1
Pilot/Aerospace:	1	Magic:	0
Babophebe Artillery:	2	Interrogation:	1
Babophebe Hand Wpns:	2	Survival:	0
Babophebe Geology:	2	Babophebe Botany:	0

Your Robot Class is 50 tons (see the campaign section below).

ROBERT GIBSON: Your "An Initiate's Guide to Hokuto no Ken" was EXCELLENT, but as you suspected, did not tell me EVERYTHING I want to know about Hokuto no Ken (which is, of course, EVERYTHING). That's some nerve, Robert! You get me hooked on a show with a plotline that is more complex than Gundam's and have the gall to print ONLY 12 pages of information on the series (and alot of that was artwork). I expected much, much more..... Uhh, no Robert, put those Urusei Yatsura tapes away --- I'll be good, I promise.

So, Robert, you're not going to participate in this version of Babophebe, huh? What's the matter, don't want to play Samy again?! (For those of you who don't know, I ran a version of Babophebe for the local group here about a year ago. Unfortunately, the campaign got away from me quickly - say about the time characters were created - almost the entire group ganged up on me and played a member of the Macross Bridge crew! I ended up playing Kim as an NPC. The campaign got extremely silly extremely quickly and then got worse, everyone involved seemed to have a good time, however.)

COMMENTARY END.

JONNY QUEST RE VISTED

I was WRONG (and boy am I glad)! The new Jonny Quest TV series is pretty good. None of the horrible stuff I had heard rumors of has come to pass (at least not yet). The stories are fairly high quality and intelligently handled. I don't think that they are quite up to the level of the original series but they are far above most American Anime.

I do have several gripes about the new series, however!

First, Jonny's voice. In the twenty years or so since the show originally aired, Jonny seems to have grown about three years YOUNGER if you judge age from his voice.

Second, in one of the episodes, the Quest group actually met and defeated Dr. Zin IN PERSON. Dr. Zin always worked from behind the scenes and the Quest group only saw him on monitors (and robot spy eyeballs). Having the Quests meet and (easily) defeat him brings him down to the level of every other villain in the show! This was a major mistake on the part of the editor's, I'm afraid.

Third, the animation, while not that bad, is not that good either. I had hoped for better.

MORE KITSUNE, MORE KONFUSION

Just when I thought I had definitely identified the one and only decent (not to mention CUTE and ADORABLE, Ed) character in URUSEI YATSURA as a Kitsune - Aaron Reed was kind enough to send me copies of all four Kitsune episodes and in one of them they definitely refer to themselves as Kitsune - I get a nice letter from Bill Brown saying that when he showed an episode starring the fox critter (oops, excuse me, Ed, the DARLING fox critter) to his mother (who is Japanese) she immediately called it a

hengeyokai, which was what I had immediately called it as well. Bill then asked her if it couldn't be a Kitsune and she said that she had never heard of Kitsune being able to change to humanoid shape!

Hmmm, I think I'm beginning to see the problem, your average Japanese person apparently has as little EXACT Knowledge of his/her own myths and folklore as your average American has EXACT Knowledge of European myths and folklore! I had assumed that more Japanese would be familiar with their myths and folklore because the body of Japanese mythology seems to be fairly monolithic, at least by comparison with the numerous variations of European mythology. I now believe this assumption was just plain wrong and that your average Japanese (including those writing some of the stories), like your average American, has little more than a superficial knowledge of his/her culture's myths and folklore! That would explain how a "Kitsune" in URUSEI YATSURA could have a personality more like that of a fox hengeyokai, the writer wanted a shape-shifting fox and mistakenly called it a "Kitsune".

You don't believe that anyone, let alone a writer, could possibly get their mythology that mixed up. Well, I can think of one well-known SF writer who managed to have the sun rise in the west and set in the east (yes, on Earth) in one of his books, so I find it easy to believe that a writer could confuse less well-known facts, like those of mythology. But here's an experiment you can do yourself in the area of the average man's knowledge of myths and folklore this Christmas season. Once people get their outdoor Christmas lights up, go for a walk or a drive and count the stars people put up on their houses as decorations. You'll soon notice that they can be put up two ways: with one point up or with two points up. Keep track of the number put up each way. What difference does it make, you ask? - Well, with one point up, the star symbolizes the Star of Bethlehem and hence Jesus Christ; however, the same star reversed (with two points up) is an old pagan symbol representing the horned god which Christianity has identified with the Devil. I've always found it somewhat amusing to see the houses of good Christians proudly displaying a symbol of the Devil through a basic ignorance of their own culture's myths and folklore!

The situation is further complicated by the fact that the word "Kitsune" is the word used to mean both "fox" and "spirit fox" in Japanese!

THE BABOPHEBE CAMPAIGN

Every PC in this campaign will have been "transferred" from Earth (actually, kidnapped would be a better word) to Babophebe by the Archmage Sulan Tanu and subjected to his harsh (but generally effective) re-education (read conditioning) as a warrior of Maud. You know little about Maud except that Maud is the being who gives Sulan his great magical powers and that Sulan desires to conquer the entire world of Babophebe in the name of Maud. (He intends to conquer Babophebe and rule it in the name of Maud in the same way the Shoguns of Japan ruled Japan in the name of the emperor.)

The Archmage already controls about one-half of the inhabited world and has enslaved nearly all of Babophebe's most magical species, the Faydawn, and has assassinated nearly all for the world's few other Archmagi with his dreaded Black Hand (an organization of ninja-like assassins who possess powerful magical training), thereby effectively eliminating all powerful opposition to his terrible robot armies (only an archmage can actually create new robot designs, and as Babophebe's own remaining Archmage, his Empire has the most advanced robots) and his plan to rule the entire world. According to his great plan, it should ~~just~~ be a matter of mopping up the remaining countries and adding them to his "enlightened" rule.

Unfortunately for Sulan, he is not perfect. Only people from Earth can pilot his most advanced robots and even his magic cannot completely control every earthling - some have an innate resistance to magic. Most of these are weeded out and destroyed early in the conditioning process, but some slip through the cracks and break their conditioning in the field and go rogue. Until recently these few rogues have not concerned Sulan, but as he ~~has needed~~ more and more Earthlings to man his robots, more and more supposedly conditioned Earthlings are going rogue.....

You are one of these rogues. What the great Sulan does not know is the rogues are the main reason that his conquering armies have slowed their pace. The rogues have organized a resistance movement and are training the Babophebe humans to fight Sulan's mighty armies using their intimate knowledge of them.

A few small groups of rogues are not directly involved in the fighting, however. These rogues, especially selected for the task by the High Priestess of the Amber Goddess, are searching the world for the legendary Sigil of the Archmage which will grant anyone holding it "the powers of the Archmagi". With this item, the forces opposing the Archmage Sulan could not only create new and better robots, but could, according to the High Priestess of the Amber Goddess, bind and hold the Demon Maud who grants Sulan Tanu his great powers.

Everyone in this APA has been selected for one of these wondering groups (the Jarin) by the High Priestess. You have been organized as a band of entertainers as they have the traditional right to travel anywhere without question --- and as they are greatly respected by the general population, even Sulan has not dared to interfere with this right any more than absolutely necessary. In fact when he imposed the ban which forbade the Jarin from approaching within 5 miles of his military installations, he appeased them by granting them hundreds of flying yachts formerly owned by the hated nobility of one of the countries he had recently conquered.

The resistance has managed to acquire one of the largest of these yachts and has outfitted it as a Q-ship. This vessel will be your home as you travel towards the Mountains of Madness where the High Priestess is now fairly sure that the Sigil can be found ("in the ruined tower of Mnar"). The only problem is that the Mountains of Madness are a quarter of the world away and right in the heart of the lands controlled by Sulan.

You all need to organize yourselves (however you want - write to each other and let me know the results). Two NPCs will be coming along with you.

The first, Mirel, is the resistance's best kept secret. She is a nymph (i.e. one of the Faydawn) of the Faydawn blood royal and a Priestess at the "master" level of magical power level (only one level below that of Archmage). However, both the Faydawn and the Archmage Sulan believe her to be long dead and as Faydawn magic (unlike that wielded by human priests/priestesses) is intensely personal, she is reluctant to use any of the more powerful effects she knows for fear of giving herself away before she has the Sigil in her possession. She often talks wistfully of her dragon, K'lyn, but as no Faydawn has ever been known to be a dragonrider, no one knows exactly what she is referring to (it sounds like an actual dragon, however) and when questioned on the subject, she simply ignores the questions and avoids the subject for a while. (Some think the pain of being separated from her own kind has driven her somewhat mad - especially those who recognize the name "K'lyn" as the name of the legendary first dragon [the only dragon not to hatch from an egg].) Mirel is extremely lonely and trusting. Like most nymphs, she falls into immediate love with just about any moving humanoid.

The second, Sir Gary, is a human boy about 13 years old. He has just been knighted. His dreams often foretell the future, but this power is unreliable at best because it is often hard to tell his normal dreams from his dreams of future reality. He is young and inexperienced in the ways of the world. He is somewhat aloof and finds it hard to get along with others. He has a terrible fear of total (or near total) darkness. Unless confronted by his fear, he is full of courage and energy.

Those of you who are robot pilots need to design your robots. I have decided to use the BATTLETECH rules for designing robots, not because they are particularly good, they aren't, but they are very popular and therefore easily accessible --- note robot combat WILL NOT be handled by BATTLETECH, your BATTLETECH designs will be converted over to my PERILOUS WORLDS system and combat will be handled therein (again, you as players do not have to worry about the system, you just tell me what you want to try to do. You may design a robot using the BATTLETECH (and AEROTECH rules, if you wish) with a tonnage less than or equal to that listed as your character's robot class.

If by chance you don't own (or know someone who does own) a copy of BATTLETECH, write me ASAP and I'll photocopy the design rules therefrom for you (send me a buck to cover copying charges). Write TODAY because I only make photocopies every 2 weeks or so!

The yacht, named the "Nine Day Wonder", you all are using is huge (about twice the size of the vessel used in ORGUSS --- but it is shaped like a flying wedge). More description on it next time.

THE CURRENT SITUATION:

You are aboard the NINE DAY WONDER. Your trip has been uneventful so far but you are approaching the city of Bizen, the first major outpost of the Archmagi. News of your impending visit (as entertainers) has surely preceeded you, especially since you lost three days making minor repairs to the ship after being caught in one of Babophebe's strong thunderstorms. Your scanners (highly illegal items in these parts) show that one of the Archmagi's robodivisions (about 50 robots, their crews and their support and command personnel) is in the area.

As you approach the city a full company (six robots, 2 of them over 75 tons) approach your vessal and escort you to a landing zone outside the city after a long discussion with your captain (whoever you all select). It seems they want to search your vessal before allowing you to enter the city, they give some excuse of a disease in the area you have come from. You remember no signs of any disease, however, if there is one, their search will be quick and hardly complete, they will be looking for sick people, not contraband. On the other hand, if they already suspect you, this my only be a ruse to come aboard your ship in force. On the third hand, if there is a disease and you put up an argument about the search, it will definitely make them suspect something. Yes, there are a few very secure hiding places for the stuff and people you want to hide. Your robots and Mirel's quarters are already so well hidden that one would have to either be extremely lucky or tear the ship apart to find them.

What does everyone wish to do? Also, assuming they do let you out into the city, what if anything special do you want to do here (besides entertain to keep your cover story)?????

Have fun.

That's all for this ish, folks! See you in two months!! (Or at Dallas Fantasy Fair in November if you are going to be there.)

Greetings from the Great Void...

BYSTON WELL GAZETTE: Yes, Comico seems to be handling the JONNY QUEST series fairly well. I hear that STAR BLAZERS will be done by Phil Foglio. Argh! Somehow, I can't see his style meshing well with that of STAR BLAZERS as I remember it...It will be an interesting experience to see what he does with it, anyway. Skeeve and co. on the Argo? Yuck! I LIKE Foglio's art and humor, I just can't see it working well with STAR BLAZERS, unless he makes a drastic effort to change his style...and that in itself isn't usually too successful, from what I've seen of other artists' attempts to change style.

I will send my Babophebe stats to you seperately with this, as well as appended onto the back side of this page.

PAUL SUDLOW: At Constellation (Worldcon in 1982) a pair of Smurf hunters won a prize in the costume call...they also got a lot of cheers! Seems there are a lot of us out here who can't stand the little blue creeps...

LUMINESCENCE: Hello, there. I'm hoping to get to Boscon, so you may see me there if I can get away, afford plane tickets, etc.

ED SEVCIK: I know a lot of people in fandom who HAVE read people like Lem, Peake, etc...it's just that they don't rate in our personal top 10. On the other hand, I also know a lot of people in fandom who are at best semi-literate. However, most of the good authors ARE extremely well-read in all different fields of literature and non-fiction. I think a working knowledge of a lot of mythology of many different cultures as well as a decent knowledge of basic science is a must for anyone who has any plans of becoming a good writer.

There are quite a few people I've met who just couldn't finish the LENSMAN books, or most of Smith's other works. Unfortunately, he DID write in a 1930-1940's style which can be difficult for the current fan to work through. I've heard complaints that his characters are too wooden, 2-dimensional, etc. - hard to believe that when they first came out readers complained that he spent TOO MUCH time on developing his characters and not enough telling about their technology and such!

BILL BROWN: We have six regular members coming to meetings; the problem is getting them to separate with \$10 to join the national C/FO! *Sigh* They'll think nothing of spending \$10 on a few packs of beer or the latest installment of D&D or BATTLETECH, but for club dues...Argh!

OPERATION:RID: Oh boy. Con chairman. Well, we'll hear from you after the con's over and you've recovered from your nervous breakdown, right? Running the Japanimation video rooms at one of the cons in Denver is more than enough stress for me! LENSMAN TV - well, I found #1 rather slow, and if you're not a Worsel fan then #2 would probably be boring, too. Try #3 and see if you like it better - a little more action there. However, the first 3 shows about set the pace and style for the series, although thankfully the art steadily improved throughout the series. Glad you like the art - it always helps to get a little "ego-boo", especially as out here in the Great Void I don't have the constant contact with other fans a lot of you enjoy.

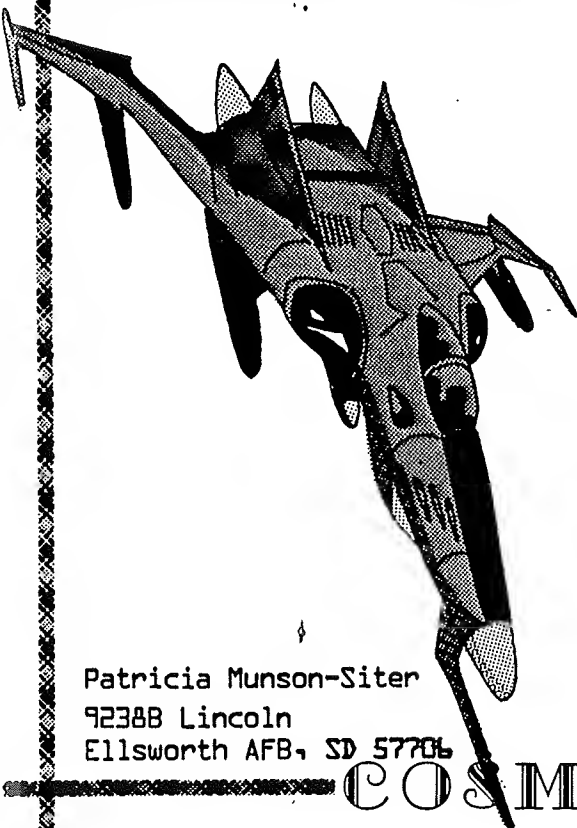
EHM: Hi! I wish we could get more unedited, subtitled anime here too, even if only available on video cassette...

HOKUTO NO TRIB: Thanks for the info of HOKUTO NO KEN. A lot of work and love went into that information! (Now, if I could just find someone who's done that sort of work on translating IDEON...) However, it isn't so much that I don't like the show, it just doesn't grab me the way some of the others have. I'll watch an occasional episode, but...Still, I've got some people here in C/FO GREAT VOID who'll be interested in the information!

Patricia Munson-Siter
9238B Lincoln
Ellsworth AFB, SD 57706



KATHRYN KIMAUURA



EVERYONE: Anyone out there have episodes of THE IDEON they'd care to copy for me? I've only got three of them - 4, 5, and 30. I'm especially looking for #12....I'm also willing to trade, especially if you need any episodes of GATCHAMAN....

Worldcon was interesting. Didn't see Vaunda Perry, at least not that I know of, Randall. Did meet Rob Fenelon and company; what a blast! Didn't get to very many panels (admittedly there weren't that many I was terribly interested in the first place!) but spent most of my time meeting and talking with people I've heard from only on the phone or through letters, as well as people I hadn't seen in years. This worldcon was very poorly set for Japanese animation, though; I have the feeling that Japanimation fans are getting the same "ghetto" type treatment the "general s-f" fans gave STAR TREK and STAR WARS fan when those fandoms first got started. They didn't allow ANY Japanimation based artwork in the art show (though Pat Malone DID manage to slip a few in...a fact which made me and a few other artists who'd been told "no" somewhat angry...), no Japanimation programming, and nothing but Robotech in the film rooms. This fair to gets me torqued off, folks; I can remember how popular Japanimation was at Constellation lo these many years ago. Not much in the way of Japanese animation based costumes running around, either. Barb Edmunds and I wore our Gatchamen outfits twice, I wore my Cosmo Tiger outfit one day, there was a Captain Harlock running around, and Rob Fenelon's Desslar and his friend's Talan were the only ones I saw - and I was looking for more! Not even at the C/FO meeting were there any costumes but mine and Barb's. Most of the Japanimation stuff in the dealers rooms was either MACROSS/ROBOTECH, GODZILLA, STARBLAZERS/YAMATO, and some ZETTA GUNDAM - although Wyvern Web Graphics did have a nice set-up, their supplies didn't last very long! In other words, very little on the older or less popular shows like VOYOM, ORGUSS, IDEON, GATCHAMAN, etc. I only saw two books from DIRTY PAIR, which surprised me; and nothing on ANGEL'S EGG, either - and I'd hoped to pick up a copy of ART OF ANGEL'S EGG there. While I enjoyed the convention - one of the most laid-back worldcons I've ever been too - I must admit in some ways it was also a disappointment. Oh well...at least I got to talk to a lot of people who had the same interests I do! Plus got rid of all the flyers for BIRD SCRAMBLE! and the LENSMAN APA I brought along...

Well, all for this part of the trib. Now, on with the story I started last issue...

Light landings:


Pat

BABOPHEBE FILE:

NAME: PAT MUNSON-SITER

ATTRIBUTES:

STR: 3
DEX: 3
REA: 5
WIL: 4
APP: 3
EDU: 21
AGE: 30

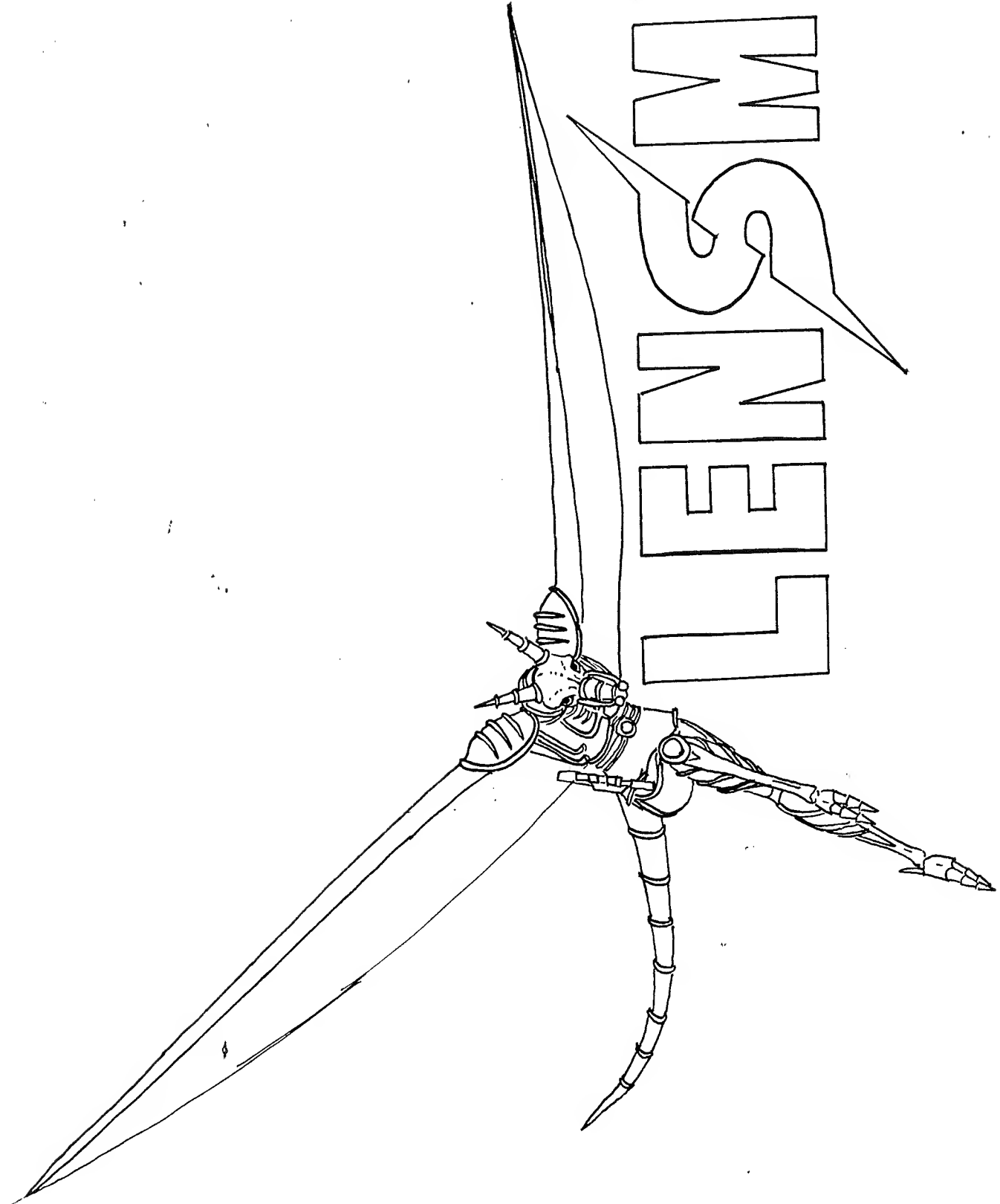
SKILLS:

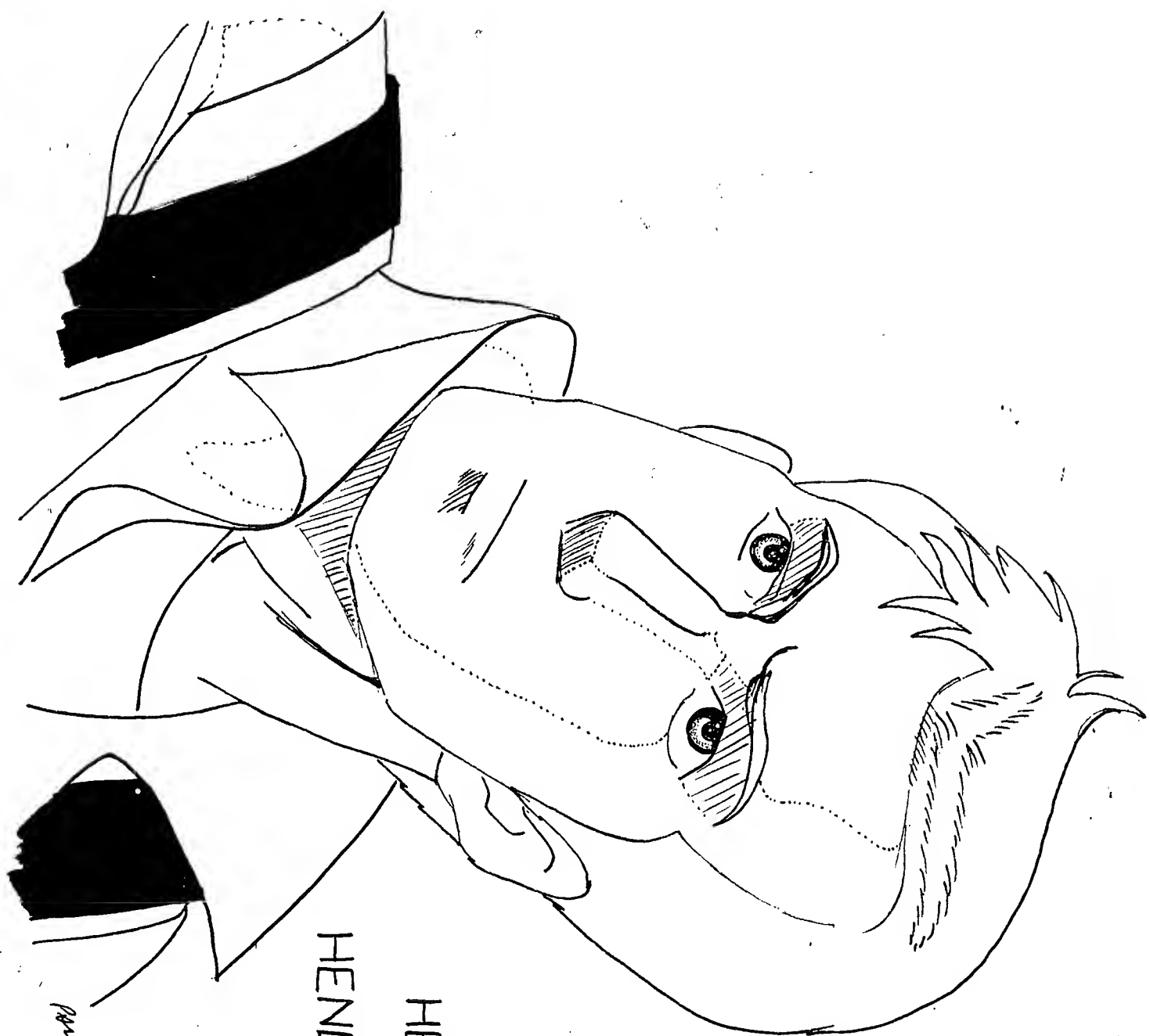
Fencing: 2
Writing: 4
Mythology: 2
Psychology: 1
Public Speaking: 2
SF Lit: 3
Computer Use: 3
Music (playing): 1
History (inc. Military): 3
Artwork/Crafts: 3
Sewing: 3

Desired Babophebe Professions:

FIRST CHOICE: Robot Pilot
SECOND CHOICE: Newman

LENSMAN





HENRY
HENDERSON

1942

"Indeed. Something a little more advanced than those you of the Patrol use," she said. "Seth is somewhat self-aware and fully capable of making decisions on his own when necessary -- something which has come in handy more than once, I can tell you. In emergency situations the ship becomes part of him, like a body to his brain. He can't do everything, of course, but within his limits he is extremely efficient." She sighed. "He isn't anywhere near what the Shipmind on my last ship was like, but then Greta had been around for a good many years and was an experienced hand, so to speak."

"The Patrol obviously can make such machines, or they couldn't have done this for you," Kim mused. "I wonder how come they haven't put them into the rest of our ships?"

"Time, money, and the fact your people hate to loose any of their control to a mere machine," Shira returned steadily. "And a ship such as yours with a large crew something like Seth is really unnecessary. Human reactions tend to be swifter and surer, especially under stress -- Seth tends to get overloaded when he gets too many inputs at once. Seth is useful to someone like me who is out here in space normally by myself for long periods of time. He's great at standing watch during slack times, which frees me to do my other duties. In emergencies, he awaits my orders -- and if I'm out of it, his instructions are usually to pull me out if he can and escape."

"Makes sense," Henderson agreed. He was far more interested in the controls in front of the pilot's chair than in the self-aware computer. "How do you operate this thing?" he demanded, arm sweeping in the direction of what looked to be a bank of keys like an organ keyboard.

"Take your seats, strap in, and I'll show you," Shira replied. She herself slid easily into the pilot's chair, fastening shoulder and lap harnesses as she did so. Henderson, remembering some of the times he'd been thrown about in the Brittania's pilot seat, followed her example. Kim did too, with some reluctance.

"Brittania, we're leaving you now," Shira said. An acknowledgement from Thorndyke, and Shira cut the power to the electromagnets holding the scout to the cruiser's hull. "Each key controls a different jet," she said to Henderson, gently touching one. The Brittania dropped below them as a belly-jet responded to that command. "I also have redundant control for the main engines on the arms of this chair for use in high-gee maneuvering." Fingers played with lighting speed across the board now, and Pole Star was rocketting away at full blast. "It takes a bit longer to learn than the system on your ships, but once learned you can react faster and more fully to the situation."

"You don't even look at controls!" Kim burst out.

"Of course not," Shira replied, puzzled. "No more than your science officer, Thorndyke, has to look at what buttons he's pushing on his board."

Henderson nodded. "Hopefully we'll have time for you to show me at least the basics," he said. Kim looked at the pilot. Henderson was practically drooling at the thought of learning how to hurl this bucket of bolts about!

"Sure. It'll take a fairly long jump to get to our destination, and while in warp the normal-space controls are disconnected," his fellow Lensman told Henderson.

The jump went boringly well for Kinnison, who did not share Henderson's interest in learning a new system. He watched as Henderson sat in the command seat, Shira leaning over the back of the chair and instructing him. The viewscreen showed the chaotic nothingness of warp-space...at least until Shira had Seth produce visuals to match Henderson's efforts with the keyboard. He watched with some interest as Henderson slammed the ship into planets and asteroids with frightening regularity until the pilot's reflexes began to adjust to the new controls. Henderson might have been disappointed when Seth signaled they were getting ready to dewarp, but Kim was relieved. The action would start soon!

Shira's forged credentials got Pole Star down on Galladrax, their target planet, without incident. Kinnison took the comm screen to make his connections as the infamous Dermer, while noting with some discomfort how easily his female partner slipped into the role of beautiful, clinging air-head. How many other women he'd thought of as brainless were actually putting on an act? As for Henderson, he was just uncomfortable enough with his role as hired gun to achieve the air of trigger-happy alertness one might expect from a thug in such company as they were to be in shortly.

Kinnison walked down the ramp to the tarmac, Shira on his arm. Henderson walked a pace or two behind his boss, eyes ever-watchful as they crossed toward the reception point. Again, the forged papers Shira had provided got them through without incident.

Two thugs approached them. "Captain Dermer?" one asked.

"That's my name," Kinnison acknowledged. "Who do you represent?"

"Yasnor wants to speak with you; we are to escort you to him," the individual replied. "The

across the tarmac. The port in the Pole Star's side irised open as they came.

There were yells from the direction of the armed troops; a few shots lanced past them. Henderson increased his speed.

He gasped in pain as the energy bolt's nimbus enveloped him. Then Shira's hand was on his arm, urging him forward. Somehow, he managed to keep Kinnison's limp body over his shoulders and not drop the young Lensman.

Almost there, Hen, Shira's Lensed thought penetrated his exhaustion. **Come on, Lensman! SETH!!** She came close to dragging him into the ship. The entrance closed behind them, and Henderson heard the engines warming up. Then Shira was pulling the injured member of their party off his shoulders and placing him on a stretcher, which proceeded to whisk away under its own power.

"Do you want one, Hen?" Shira asked gently.

"No, I'll make it," he replied. "The bridge!" But he did not reject the arm she put around him as he staggered in that direction, nor her help in strapping into his seat. The acceleration of take-off nearly did him in. The woman wasn't sparing any g's as she blasted away from the planet.

Pole Star engaged in a series of bone-jolting evasive maneuvers as she rose skyward and entered space. The massive fire of the Boskone battleship giving chase rocked the small scout. Barely out of the atmosphere, Shira's Lensed hand reached for the warp drive control as the other controlled her ship's gyrations. There was a massive jolt, sending sparks flying, just as she depressed the switch.

Henderson felt for a minute like his insides were being torn apart as the warp took hold...and passed out.

CHAPTER FOUR

Shira swore softly to herself as she looked at the status boards. No wonder that warp had been so rough! That last shot had holed the engine room, and damaged the warp generator. They were lucky they'd managed a warp at all, and until she could repair the damaged equipment Pole Star would go nowhere. At least they'd come out in a relatively empty area of space. Hopefully the enemy wouldn't find them. Her crippled ship could not run, and she didn't have a beam hot enough to light a match without the engines giving power to the projectors.

She looked back at Henderson. The man was slumped in his seat, held up only by the harness. She smiled tiredly. Henderson was some man! He'd lasted as long as he needed to to get the job done, despite his own injuries and exhaustion. *While alive, Lensmen do not quit,* she thought to herself, quoting Worsel. "Seth, another stretcher, please," she requested.

"Yes, lady. On its way."

Somehow she got the new Lensman out of his chair and onto the float. Seth took it away. She took one more look at the status board and all the red lights, and sighed. She was tired and worn out. Too exhausted to think straight under current conditions. There was no immediate danger and lots of hard work ahead. "Seth, take a complete inventory and prepare a report for me. Which stuff has to be fixed, its importance in order, and our supply situation for effecting those repairs. Also a report on the condition of Kim and Hen. Give it to me later, I'm going to go shower and then get some sleep."

"Understood, Shira. I'll wake you if anything important happens."

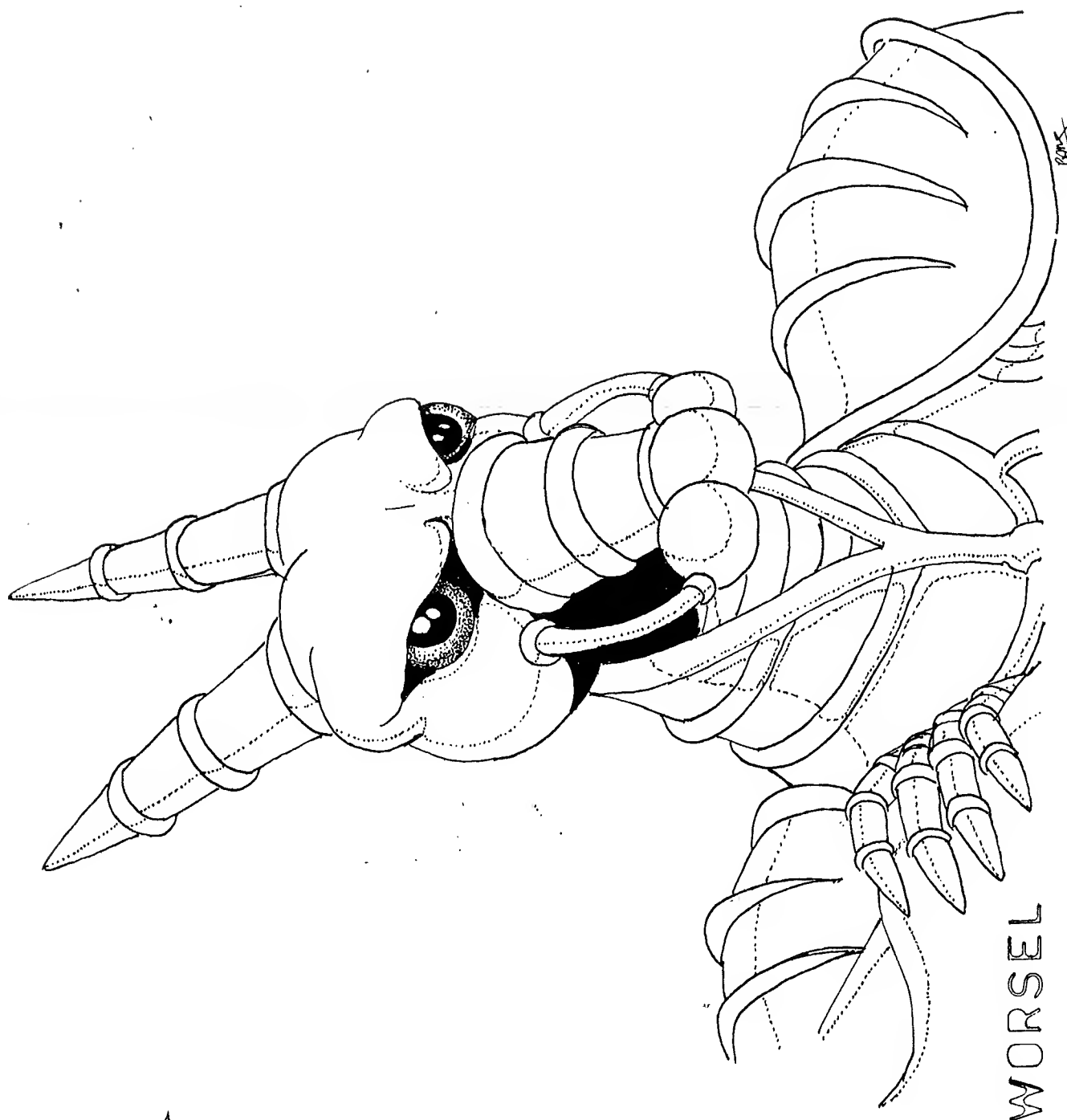
"I would hope so," the Lensman replied drily.

She looked at herself critically in the mirror after the shower, and decided her current appearance had to go. Even clean, the hair was dry and stringy, and the lines in the prematurely aged face she'd put on to help further their escape were even more visible with the grease washed off. What to change to? Then a thought came unbidden. It had been ages since the last time she'd been herself...plain compared to the thionite dream of Dermer's girlfriend, but her and not someone else. And, somehow, for a reason she was afraid to put a name to, she wanted Henderson to see her true form. She composed herself, programmed her ability to do what she wanted...and went to sleep. This was one form she could change to without controlling the process every step of the way.

Henderson woke up, feeling unusually refreshed. Then he realized that the stark walls around him and the narrow bed he rested in were not those of either his cabin on board ship, nor the ~~hotel~~ room they'd occupied on Galladrax. He turned his head, saw Kinnison on the bed next to his. The younger Lensman's form was mostly concealed by a medical cylinder.

"Kim?"

"He cannot respond," came a voice Henderson recognized as Seth's. "The patient is still being



WORSEL





HOKUTO NO TRIBE

HOKUTO NO TRIBE

ROBERT W. GIBSON, 6527 CHAPEL FOREST,
SAN ANTONIO, TX. 78239

First things first: errata to my Hokuto no ken guide last ish. I've discussed it with Tomoaki and he has agreed to share co-writer credit for the article. All following drafts will contain this and the following changes: 1) We have decided our translation of the shows' title should be "Fist of the Great Bear." 2) Our translation of "hokuto shinken" should be changed to "Great Bear God fist discipline". 3) Shin's "fist" (style) should be changed to "nanto ko shyu ken" (south lone eagle fist). This was just recently revealed.

Whew. Expect the next draft in a month or so, although it probably won't be in the APA. Submissions for the zine are still being solicited and, seeing as it will take more time than I planned (Tomoaki got a new job and I've got club business out the wazoo), don't expect the zine 'till sometime next year.

Gee, I'd comment on people's tribs, but I've done so for Ed, Earnest, Bill, Aaron, and Randy via letters or phone calls. Sigh.

Pat: So, you've set a precedent with the picture. Being one who must keep up with the Munson-Siters, you'll find a photo of me in my natural habitat somewhere herabouts. Note that my environment is a tad less orderly. I envy you your costuming ability and can only submit a humble T-shirt which one of our member's mother air-brushed for me. She has more if anyone is interested.

Your Gatchaman summaries are obviously well-prepared and are just what this club needs more of. Unfortunately, I haven't the fondness for the show, not so much because it's a bad show (which it certainly is not) but rather because it symbolizes to me much of what I don't like in anime. First, and most obviously, it reminds me too much of the live-action shows with all of the good stuff (silliness) taken out. Five members, each in different versions of similar costumes (complete with numbers) who fight well enough individually but come together to form a "giant robot" (represented by the God Phoenix). Secondly, the mecha is too stylized (why do the Galactor's mecha HAVE to look like animals?). Thirdly, that 70's Tatsunoko art style is soo... primitive. It's not bad, just not good. A friend once said you can take any hero from any 70's Tatsunoko show and place him in any other 70's Tatsunoko show and no one would suspect. They just look primitive compared to what we are used to seeing now. Call me spoiled. Fourth, and I must admit and stress this is my own personal bias, but I HATE IT WHEN THE MAIN BAD GUY ALWAYS GETS AWAY!!!!!!!!!!!! I understand a need for a bad

guy whom the audience can identify with, but Berg Katse's escapes get ridiculous after a while. I would think the Gatchaman team would get ultra-paranoid about this after sixth or seventh time. Maybe I read too many American comics where this happens, but I get very tired of it. That's one of the reasons I like Hokuto no ken: bad guys die and stay dead (but then so do good guys).

As you say, there's much to like about the series. I personally think Joe is one of the best characters of the 70's anime, and, as you say, the second series is a vast improvement over the first, mainly due to Joe's condition. Unfortunately it's got just too many things I don't like in it. I also watched "Battle of the Planets" when I was younger and can't watch Gatchaman without hearing Casey Kasem. It's a disease.

I'll reserve comment on the Lensman story 'till it's finished.

PAUL: I'll match you letter-for-letter anyday. Unfortunately, most of mine go unanswered also (or sometimes two months go by before I get a reply). This leaves me with postage problems as well as not knowing what to say sometimes. How 'bout starting a correspondence group in the C/FO? Between you, me, Ed, Barb Edmonds, and Dennis Brimhall, we could just about get anyone in touch with others who enjoy writing letters. We could call ourselves "Letterhacks Anonymous" or somesuch.

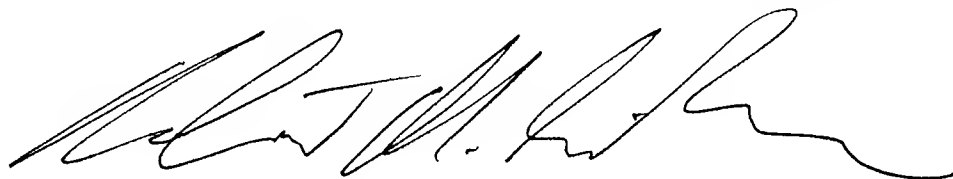
TIM: Liked the cover and especially the Cuvie cartoon. Unfortunately, the lack of interesting characters prevents me from really getting into Votoms. Chirico is, by no means through fault of his own, nothing but a killing machine. Of course, the same case can be made for Kenshiro, but I don't like him much either. The difference between the two is that Ken fights for civilization and Cuvie fights for himself. I do like the battle armor though. And, of course, Chirico didn't ask to have his genes manipulated.

EVERYONE: Since I've got space left over, I'll leave you with a list of some of my favorite things Paul Sudlow style (albeit a bit more rambling). Baseball, Touch (a logical extention), Windaria, really bad Japanese voice overacting, Moonlighting, the opening song to Maison Ikkoku (which I'm listening to as I type this), Alf's endless pursuit of the family cat, I wish him well (just kidding!!), ZZ Gundam (one of the very few wierdos who liked it better than Zeta), son Gokku and crew, Mashmre Zero (most appropriate name in anime), Windaria, Lan-chan, Ai-chan's voice actress, Emeraldus' outfit, episodes #71&72 of Hokuto no ken, the tragic romance of Ahanas and Jill, the opening episode of Panzer World Galient, Tenkai (a character that Machiavelli would love), Harlan Ellison, the tie between Tochiro and the pirate Queen Emeraldus, Windaria, the vision of Minami with butterfly wings, Jordy's determination, Shu-sama, Laurine, Lory, Jeff, Mary, Mitsuyoshi, and Tomoaki, people who are willing to watch a bunch of episodes of a series before writing it off (all you Maison Ikkoku critics take note), ditto Touch, Catseye, Hokuto no ken, and Urusei Yatsura, writing letters, talking on the phone (right, Ed?), Hitomi in a one-piece, running vid rooms at convention, talking with new fans at conventions, and, of course,...

.....WINDARIA.

'Till next time.....Do survive!!

(512)657-7296
BE WARNED
BE PREPARED TO
TALK!!



C/FO-OFC

(OKLAHOMA FANDOM CHAPTER)

Hello again, everyone,

By now you're all probably relieved that I typed this "trib", since I know my handwriting (or the deciphering of) can cause headaches, eyestrain, temporary insanity, etc... etc...

----Randall,

I can only vaguely remember "Johnny Quest" on television, I had heard about the re-make, and rather "trustingly" on my part, thought it would have the same spirit as the original. It seems that, from what you have heard, it's getting the same treatment (maybe worse) that Japanimation gets when it hits our airwaves. One redeeming thought, It's got to be better than "Rambo" (the cartoon). Actually I think I would rather watch colour bars on my TV than to watch "Rambo".

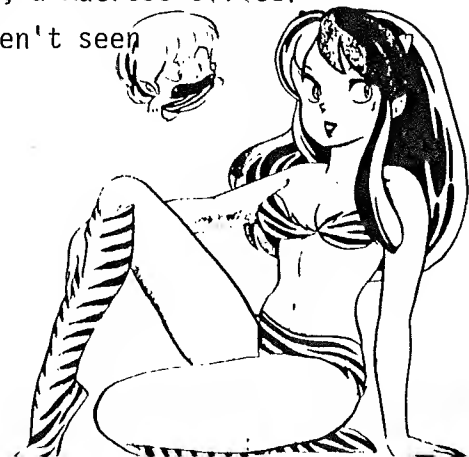
----Pat

Thanks for the "Gatchaman" info, one of our members has more than a few episodes, we've watched them and enjoyed them, but we never knew too much about the show til now. Next time around I'll read your background on the show/characters before we watch a couple of episodes, I think my gang will like it a lot more.

Also, judging from the photo enclosed with the Hashin, you seem to have as many (maybe more) videotapes that I do. Are they all Japanimation? Right now close to 250 tapes are crowding my living quarters, but only a small fraction of those are Japanimation, Something I plan to try and change once I can re-arrange my finances.

I like your costume, did you enter any contests with it? Any prizes? Of the conventions I've attended, I haven't seen many Japanimation costumes, Last winter's Dallas Fantasy Fair sported a Misa Hayase, a Macross officer (enlisted, I don't know) and a Lupin. Since then I haven't seen any more anime-related costumes at cons.

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(please note the change of type style. I have finally bought a printer/typewriter so I don't have to limit my typing to my working hours, although that means I might have to do more work.....on second thought, maybe I'll return it.)

---Paul,

Hi, welcome aboard! I wish you luck with your chapter. You mentioned that you were able to purchase a lot of the Macross books when they were available consider yourself lucky, a dealer in Ok. sold the Macross character portfolio for around \$70! If you missed them, Books Nippan will be offering the Perfect Memory and the anime comics soon I'm told. (oops! a free commercial, sorry!)

---Aaron,

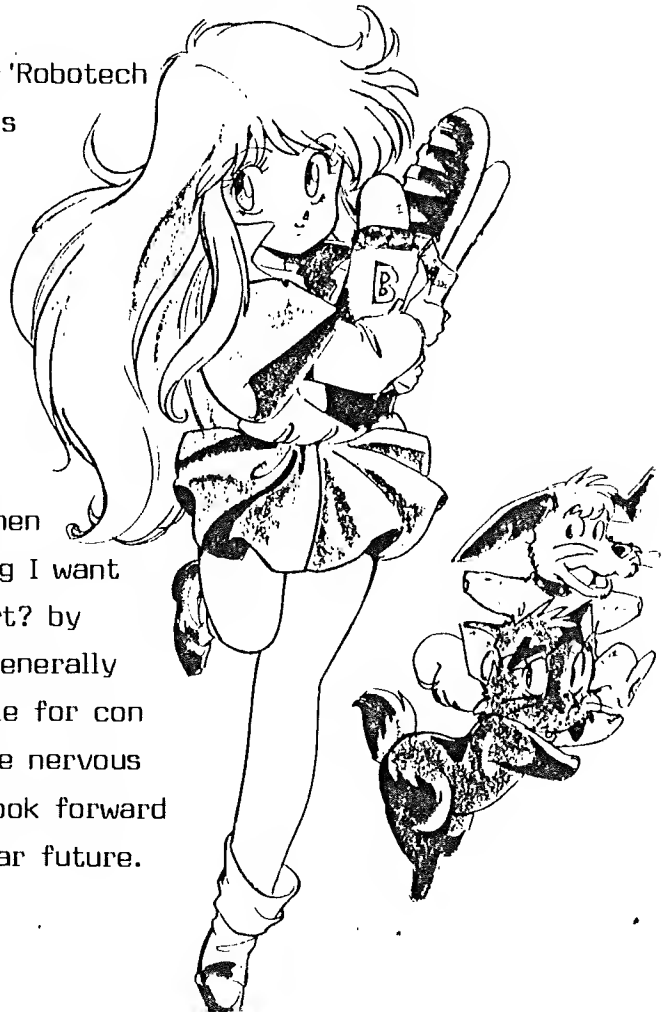
LUMinescence? Hmmm, you and I will be doing some corresponding I hope. Yatsura is my favourite show as well. (Sorry Randall, but we are legion!) If you liked "Supergal" did you see "Firetripper"? It's a time-travel fantasy set in modern day and historical Japan. I think you'll enjoy it if you haven't seen it yet.

My favourite character changes roughly every month or so, but one stable favourite is Kotatsu-Neko. Have you seen the episode where he eats Lan's love potion? It's a riot!

By the way, you're not missing much with the 'Robotech Movie. I've been told by a reliable source that it's been given the usual Harmony Gold treatment.

---Tim,

A convention chairman? I don't think I'd want to have that honor placed upon me. I've only attended one convention as a non-conventioneer I helped a friend at his dealer's table. Most of the promoting and organizing staff looked like zombies afterwards. (this was a 2-day con too!) When I attend cons, I don't usually get to do everything I want to do, due to in hotel room dubbings, (right Robert? by the way, thanks for the video at Animagic!) and generally goofing off. So I don't think I could be responsible for con activities, and dupe and goof off without a severe nervous breakdown! I hope you've fully recovered, and I look forward to maybe getting some Votoms from you in the near future.



C/FO-OFC

(OKLAHOMA FANDOM CHAPTER)

---Earnest,

Since you mentioned how some people were "turned off" by foreign-language material, I thought I'd relate this incident to you and everyone else in this APA.

One day I had to go to work early, for some reason I took my copy of Megazone Pt. 1 with me. As it turned out, I didn't have that much to do, so during lunch, I popped the tape into our 1/2" machine and sat down to watch Megazone & eat lunch. My boss came in, and asked me what I was watching, so I explained (it's fun explaining Japanimation to novices isn't it?) and she sat down to watch it, and was totally fascinated (in her own words). So I guess it depends upon the individual, unfortunately, there are some short-sighted individuals out there, I encounter them quite a bit, due to my liking of Japanimation, and because my taste in music tends to lean a bit left of centre. But you do find open-minded individuals who can and do appreciate quality animation. In my boss' own words "I forgot I was watching animation, because the story was so good." I may loan her my "Kamui no Ken" tape and let her have a field day!

---Robert,

"An initiate's guide to Hokuto no Ken? Between you and Pat, I've received two run-downs on two popular Anime series! Just think, a series synopsis in every issue of Hasin! What a bargain! (recruiting plug for the APA!) Now, when do we see a Dr. Slump series synopsis?

As I said before, thanks for the video at Animagic, for the benefit of everyone else who may not know, Robert kindly brings his tapes to area conventions, and more than a few of our member lug VCR's to the con, for marathon dupe sessions. Has anyone else ever tried this? Believe me you get to meet a lot of people when the video room closes at midnight, and you're duping Yatsura or Hokuto no Ken in your room. A mini video room in the making! How many were in our room in Dallas last time around Robert, did you count? I think I came up with

19 at one time! If you haven't tried it before, you ought to!

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C/FO-OFC

Now, here's something I hope everyone can benefit from in some way or another. As I stated in my comment to Aaron, I am a Yatsura fan, and I've been doing some research into the characters, basically just for fun, but I noticed quite a few things of interest I thought I would share with you.

First, I must say I don't guarantee my information to be 100% correct, I won't get all huffy and upset if someone corrects me, (like a person I know locally.) In fact, if i'm wrong, or if you have information contrary to mine, I'd love to hear it! My research included two primary sources of information, first my mother, who is Japanese, and Sanseido's New Concise Japanese-English dictionary.

The facts presented are paraphrases of my mother's information, and condensations of the entries in the dictionary.

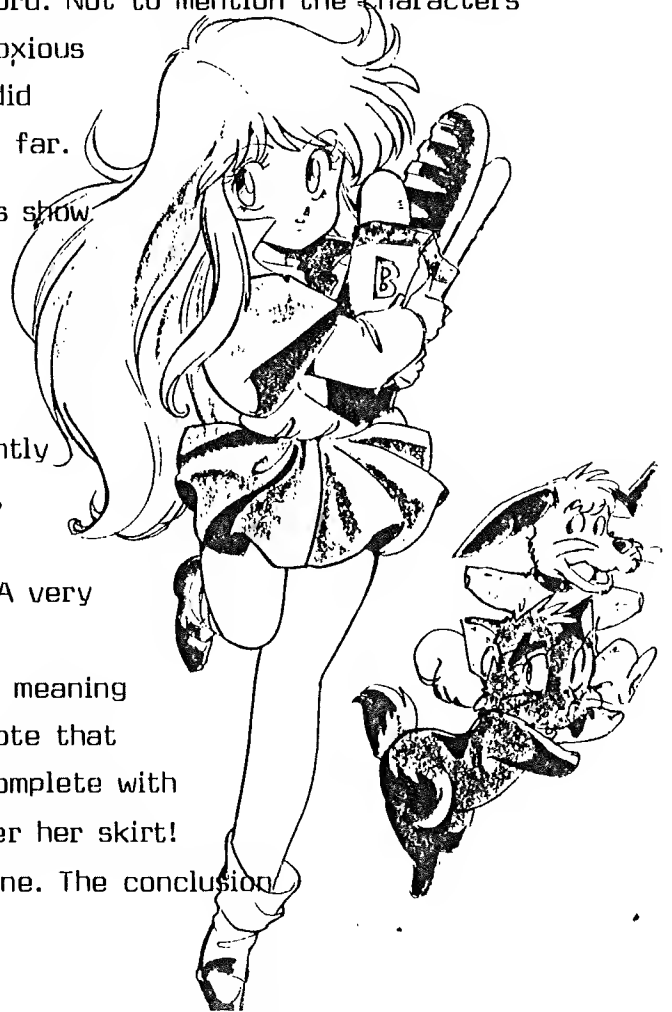
URUSEI-annoying, troublesome. One thing I've noticed is that the dictionary entry is spelled URUSAI. One thing I've noticed is the multitude of different pronounciations I've heard for this word. (oo-roo-si) [with the combination l/r sound for the second syllable, and a long I on the last] is the way I've heard 4 native Japanese characters (oops, not characters, speakers) pronounce this word. Not to mention the characters themselves. I've heard the show called "Those obnoxious Aliens". Urusei takes care of obnoxious, but how did "aliens" creep in there? Yatsura is not "aliens" by far.

I've also found that character's names in this show are highly indicative of their behaviour in some instances:

Ataru - hit, strike, knock against. As anyone who has watched the show knows, Ataru is constantly being pummeled by most all of the girls he chases, Lum gives him shock treatment, and Mendo often tries to slice 'n' dice Ataru when he annoys him. A very appropriate name for this character.

Lan-if we substitute "R" for "L" we get "Ran", meaning war, rebellion, take action against. Viewers will note that Lan is prone to starting little wars of her own, complete with heavy artillery which she apparently conceals under her skirt!

Benten-formal name for the Goddess of Fortune. The conclusion



C/FO-OFC

(OKLAHOMA FANDOM CHAPTER)

I've come up with on her name is that it's the opposite of (good) fortune to be around her at times, especially if she's mad at you! I've seen episodes where she's dropped that little sky-scooter of hers on the heads of some people that have riled her.

Oyuki-Snow. If you know this character, 'nuff said. If not she has the power to create blizzards and ice storms. She also appears to live in a rather cold region, (arctic, someplace warm that she's "iced up"?)

Sakura-Cherry tree, a cherry. One of the english-translated manga for Yatsura that I have describes her a a "vestal virgin". If you take into account U.S. slang for virgin, you come up with "Cherry", and in Japanese-"Sakura". So far that's the only connection I've found.

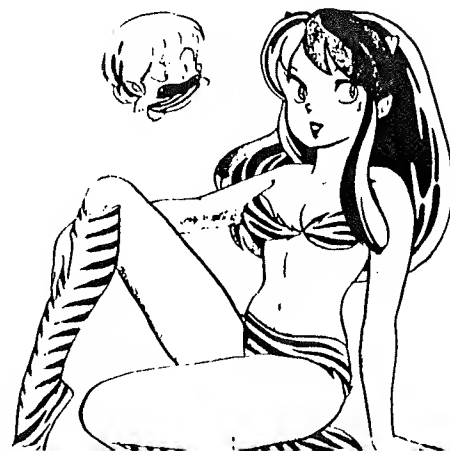
Sakuranbo (Cherry the priest)-Once again Cherry. All of the characters call him "Cherry", there's also an entry that lists distraction, confusion, be deranged. I've certainly seen episodes when Cherry has exhibited these qualities. Also, some of the characters get confused and deranged due to him or his actions.

At this time, I've concentrated mostly on the girls, next time around I'll do some more research into the guy's names, and see if I can find any more similarities between character name & character traits.

---Randall, perhaps I can shed some light on your problem with the little fox creature. When my mother saw that episode, and saw him change shape, she called him a "Henge-yokai". That's the only way she's referred to him since then. I asked her if he could be a "Kitsune", and she said she had never heard of a "Kitsune" taking a human or humanoid shape.

Anyway, this is what the dictionary has to offer:
"Henge" an apparition, a specter, a phantom.

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"Yokai"-melting, dissolution, melt, dissolve.

So, I conclude from this a "Hengeyokai" is a "melting phantom", or a shape-shifter, which our little fox friend does.

"Kitsune"-a fox, a vixen. Further down the entry I find "a person possessed by a fox spirit".

So, I believe that little creature you're so fond of is a "Henge Yokai", All you need now is to get fond of girls with horns, ghost-cats that look for electric heaters, a guy who drools at (and sometimes on!) women, and many, many, other strange but yet as appealing characters/creatures/beings/whatevers!

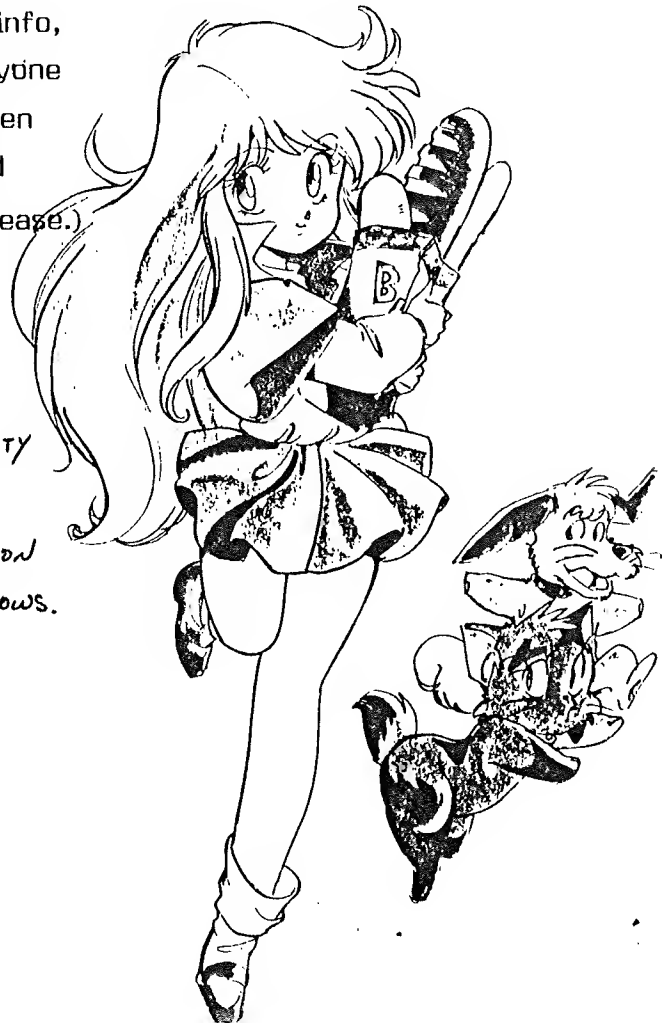
So I now bid you farewell, I promise no more handwritten stuff as long as this printer holds out. I hope to have some more findings on character-name relations next time around. Remember, these are the ravings of someone who's been called a looney, demented, a genius, (oops! now who would write that I wonder?), so if you have differing, or additional info, I'd like to hear it? Also, does anyone know of anyone in the C/FO that's willing to part with their Shonen Sunday Graphic Novels for Urusei Yatsura? I need all the issues prior to #12. (Reasonably priced, please.)

'Til later,

Quil

P.S. EVERYONE,
HELP! I NEED GOOD TO EX. QUALITY
COPIES OF THE GOOIES + U.F.O.
T.V. SHOWS. WILL TRADE ANIMATION
OR OTHER VIDEO FOR THESE 2 SHOWS.

TANX!
VB4



THE MYSTIC'S ALMANAC #1
(and other non-essential information)

Earnest H. Migaki 6834 S.E. 63rd Ave. Portland, Oregon 97206 (503) 774-5020

Greetings Everybody!

Sorry about not putting my address on the last trib. I was in a rush to get it done. It never occurred to me that I left it out until I saw everybody else's tribs. Oh well. So, in the interest of ^{KEEPING} communications lines open, I've added it up there.

RANDALL STUKEY: Thanks for getting me in Hashin 2. Sorry for not getting in on the deadline! If things don't get out of hand around here, I'll see to it that you get my trib way before the deadline. Okay? Sumimasen!

If the new Jonny Quest series is going to be as bad as you're hinting at, then I'm very disappointed. Like you stated, it's one of the best animated series ever to be shown for American audiences. At least the comics version is well done! (since I work part-time at a comics/bookstore, I can say that the Jonny Quest title is pretty hot now! The first two issues were gone in less than a week of their arrival!)

Concerning the Fox Critter/Kitsune Varmint: the standard word for fox is Kitsune. Although there are stories of fox spirits which take over human form (catch the scene in Kurosawa's RAN. There is a mention of this, even though it is said more in jest than anything else), there are also stories about the raccoon (Tanuki) and the tales of the vengeful Vampire (or Demon) Cat in several folktales. I'm not sure what you've heard, but many of these magical beings (fox, cat, raccoon) are not always malevolent; in some of the folktales, they are creatures who protect the poor and helpless against bandits and rogues. Most of these tales can be found in books called MUKASHI BANASHI, or the Japanese versions of fairy tales. Unlike their Western counterparts, however, some of the tales resemble straight horror tales or ghost stories. I'll try to dig up some other information, if you're interested. Personally, I find the Vampire Cat story to be the most frightening.

The Vampire Cat is supposed to be an ordinary house cat, but if the owner happens to be murdered by somebody, then the cat licks the blood of its master and assumes the form of its owner. Then it hunts down the murderer until it has found him. Then, just before it claims revenge, it turns into the most frightening cat ever to be seen by mortal eyes and kills him. It was never made clear to me what the cat did after it killed its victim, but having seen an artist's rendition in a book once, I never bothered to find out. I was about eight or nine at the time, and I spent several sleepless nights after seeing that illustration!

There are numerous stories about shape-changing creatures in Japan, Randall, so your fox critter need not necessarily be of the evil/impish variety. Besides, you know how the Japanese like ambiguity; unless it is absolutely wrong, chances are they'll accept almost any explanations given to them. In other words, just interpret the fox critter any ol' way you like and don't frustrate yourself by trying to classify the little varmint.

PATRICIA MUNSON-SITER: I enjoyed your Lensman story very much! I hope to see more in upcoming Hashins! I wish I could respond better to the Gatchaman series, but never having seen an episode before, I really don't have an opinion about it either way.

Concerning the Lensman APA, sure I'll contribute! I've only seen the movie and read through the first two books in the series, but I'm sure there'll be lots of things to talk about.

I've seen a few issues of BotP floating about the comic shop, but I never bothered to pick it up to look at. I find there's a lot lacking in the comic book adaptations of movies and TV programs in the U.S. The Robotech comics are a very good example. Nothing short of an Anime Comic will stir my interest in adaptations anymore!

I like the outfit you made for the Yamato series. I showed it to a friend of mine (who also works at the comic bookstore), and he was very impressed by it as well! I've been trying to get him to join the C/FO (which he has recently done) and get in on this APA.

As far as the types of SF and Fantasy I like, well, I like speculative fiction, or the What If type of genre. I also like stories that have a sense of history behind them (like Lord of the Rings, the Lord Valentine trilogy, and the first two Lensmen books were pretty good), but as far as fantasy is concerned, I probably like the Dark Fantasy (generally referred to as swords and sorcery) the best. This is not to say that I don't like other types of Fantasy, however.

As far as TV is concerned, well, "it's a vast wasteland..." out there. And I agree with you that there's too much garbage in the video dept. as well.

Let me know when you're starting the Lensman APA!

ED SEVCIK: I liked your detailed outline of what would be considered as worthwhile reading. Although I must admit that I read many of the schlock materials that you've scorned at, I am familiar enough with other writers to agree with you for the most part. In my mind, Dickens' A Christmas Carol and Clemens' The Mysterious Stranger can be considered as prototype SF stories, not to mention a great many tales written by Poe, and of course H.G. Wells.

Good luck with your Japanese! I'll expect the next trib to be written in nothing but hiragana, katakana and the tremendously tortuous kanji! If you're lucky, you won't get a prof who writes illegibly; there's nothing worse than a Japanese instructor, who's writing you cannot read. And if you're unlucky, you'll get an instructor who'll give you ten kanjis a day, and you'll be expected to make sentences with all of 'em by the end of the week. And if you're one of those truly unlucky ones, who has the misfortune to get a prof who thinks that Japanese is the only class you're taking, and proceeds to dump an entire week's work in one day, compounded daily, then, well, I'll let you find out what that's like for yourself... (not getting you down at all, am I?) Don't panic! the first year isn't that difficult...

TIM ELDRED: If you can get me started on the Votoms collection, then that would be great! I've been bearing down on several friends, who would otherwise have no interest in Anime, and, after they saw the mecha from Votoms Odyssey, they've finally expressed some interest...as I knew they would. The Big Battle video sounds very interesting. Is it a new story, or just a condensed version of the series? Hope to see more of your artwork in upcoming issues!

ROBERT GIBSON: I liked the idea about the Initiate's Guide to Hokuto No Ken. Now all we need is an Initiate's Guide to Votoms, and Initiate's Guide to Lensman, an Initiate's Guide to the Matsumoto Universe of Ambiguity, and a Guide to lesser known Anime. (Sarutobi Sasuke and Kaibutsu-kun, for starters, or the comedy Umeboshi Denkan [which may or may not have been an Anime, since I first saw it in a manga about eighteen years ago. My memory fades beyond that]. One spectacular horror manga was called Neko no me no kozo, or "The Cat-eyed kid." Practically all the spooks and ghouls in Japanese mythology found its way in this one, but I don't know if it ever made it into the Anime format. If it did, then it would scare the socks off of anybody watching it! I used to collect those manga books from the early seventies and late sixties. Some of the art work in those books, I believe, are far more potent than stuff being drawn today in Japan. Well...that's just a matter of personal judgement.

AARON REED: A very illUMinating trib! It's good to see another translator roaming about out there! Have you done any translation works in the area of Anime? What does your Video and manga library consist of so far? I recently received the last Anime-comic of Urusei Yatsura #34. There is a ghost story in it, where Ataru tells about the woman with the lantern (who is actually a ghost). The facial exaggerations on the characters are what got me laughing. (Ever notice how characters miraculously get bandages placed on their wounds, even though they carry no medical supplies with them? This applies to nearly all the Anime and mangas. Take a close look at Van-Buskirk in the Lensman movie's Anime comic. You'll notice one on his teeth, as they're escaping from the Boskonian invaders--just before they launch from planet Mquie) Hope to see more LUMinescence in upcoming issues!

BILL BROWN: I liked your humorous handling of "Are you sure Randall doesn't like this show?" Actually, I believe that Randall likes the show; he just doesn't care for the slap-stick humor. Since the show is a comedy, he does~~not~~ like the show. That should settle any further arguments? Confusion, anarchy, mayhem, and a general misunderstanding should sink in by now. ~~(EVERYTHING AFTER THE SECOND SENTENCE SHOULD BE IGNORED!)~~

PAUL SUDLOW: Ah! Another Votoms fan. Like you, Votoms seemed to me to be one of the most realistic portrayal of a future army. What I liked most about the series, aside from the action, was how the series didn't romanticize warfare. The main character is sick of fighting and being always on the run. The grim atmosphere never lets up.

AND TO EVERYONE ELSE OUT THERE: A big HELLO!

I've been seeing a great deal about what everybody considers their likes and dislikes in the area of Anime, SF/Fantasy, books, movies, mangas, etc., but what about the BGM (Background Music) or soundtracks? I'd be interested in trading BGM music with anybody who also collects the music of Macross, or Votoms, or Yamato or whatever. Although BGMs may not be everybody's cup of tea, there should be somebody out there who also shares my interests!

As I've told Robert, there's a good chance that I'll be going to Japan in the (near- or not too distant) future. I'm going to be checking out some options concerning the teaching of English to Japanese students. Later, if the opportunity arises, I'd like to get involved in film/video/telecommunication area of production. But, in the mean time, I'll be content with learning more Japanese and watching first-run Anime, which I'm sure there'll be an abundant supply of! If I get rich enough to buy a VCR (one of the dual-dubbing types, or some combo-stereo gadget, then there's a good chance that I can send interested people some Anime materials. However, since I'm not there yet, and I'm not sure about my financial situation yet, I'll be making no such arrangements until conditions appear favorable. Got that? So don't send me your Christmas lists of what you want under your tree this winter, 'cause I won't be doing any such thing until I'm good and ready!

I'm currently checking out a possibility of working at a cable access company. If it works out, there may be a chance that I'll be able to make a subtitled copy of Adieu Galaxy Express 999. Don't hold your breath, though. I only said it was a possibility. If I do get the 999 movie subtitled, then there may also be a chance to get the Time Alien Etranger movie subtitled as well. I'm still working on the translation for Time Alien, however, and, needless to say, it is very slow going.

There's a great sense of accomplishment when a movie is translated (or anything, for that matter), but during the translation, there is only a great deal of anxiety and hair pulling and tensed frustration as one attempts to figure out a simple phrase not in the good ol' dictionary. AARGH!!

Here's the stats for my character:

Character name: Delphine Mathock

Attributes: STR 3
DEX 4
REA 5
WIL 5
APP 3
EDU 17
AGE 23

Skills: Telecommunication 3
Japanese Lit. & Language 3
Photography 2
SF/Fantasy/Classic Lit. 2
Electronics 1
Astronomy 1
Chemistry 1
History 1
Computer Use 1
Biology 1
Mythology Know. 1

Desired Babophebe Professions:

- 1) Robot Pilot
- 2) Mech Warrior
- 3) Newman

Well, it's been a month since I began writing this trib (off and on, of course), and I've run out of things to say already. I'm stuck on the translation of Time Alien Etranger (which should come as no surprise, at least if one knows that I've not been working on it for a full *8-hour* day like I used to, whilst in college). Does anybody know what "Shinkosei Hakkuribyō" is? The Baycon synopsis merely says it's a disease of the nervous system, but I'm looking for the actual name...anybody?

Along with Etranger, I'm tackling the translation for the Votoms Odyssey book. Some of the terminology eludes me still, but I think I can make a fairly comprehensible history of the Hundred Years' War and The Red Shoulder special missions Unit. Maybe with Tim's help, there'll be an Initiate's Guide to the Votom's Universe. (Yes, Robert, I know it sounds like something that Marvel Comics would put out, but it won't be)

Speaking about comics, it never ceases to amaze me that people buy all the trash that's coming out these days. Of course it's their money, so who cares, right? But what I find annoying are the ones that try to imitate the style of Japanese comics... and pull it off in the worst way. Robotech is one, but I won't go into that. No, the one's that I dislike are Ninja/Samurai stories. (This does not include the parodies) They try to make a legitimate story using flashing swords and hacked up bodies, but these artists and writers have lost the original meaning of what a Ninja and Samurai are supposed to be. Any fool can don a black costume or wield a sword; this does not make him any more a Ninja or Samurai than a black belt would a Karate master!

And the dialogues. Putting a couple of kanjis together in haphazard (sometimes even backwards) order does not make any intelligible word. Nobody is perfect, but there is such a thing as research and quality control.

An example of poor dialogue is in the comic Samurai #4 (or it may be in #5.) A guy yells out "Iku! Iku!" to the Samurai, which can translate as "Go, to go, or I'm going." This all depends on the context of the situation, of course. In this particular episode, the fellow wanted the Samurai to "Get the hell out of here!" One definitely does not use "Iku" in a situation like this. It is too formal, or too polite. "Ike! or Ushiagare!" would be more appropriate, as it is very informal and is a slang usage. (Ushiagare is the slang form used in the Lensman movie, and comes from the Okayama dialect. Never use it in polite company, or you may later regret it!) A little research could have been done, but like the splatter films, there is a lack of quality control. An exploitation of the genre. I hate exploitation. Any comments?

Well, since I've run out of things to say, I'll see you all in 60...

Minna ni Yoroshiku!

Notes From Lory

2310 Bush Circle
Carrollton, Texas, 75007

Greetings, salutations, and anything else that would be appropriate,

as many of you could have guessed, my name is Lory White and I decided to join in on this Apa after Randy sent me a complementary issue. Since, I'm an associate member of the San Antonio C.F.O. as well as a national member, I thought that this apa would be a great way to get to know other fans. Randy tells me that I need to introduce myself a little. Well for starters, I am the wife of a very loving and understanding husband who has put up with his wife's various hobbies. And, one who has managed to be very consoling after my first telephone call down to San Antonio. Although, he gave me a little alarm clock so as to keep me informed as to the time. (But, how was I to know that the batteries were dead!) We are blessed with two very active children the ages five and eight. Between being a wife and a mother, I have little time to myself. When I do, though, I enjoy Bible study, drawing, softball, and of course animation, especially, Japanese. Pat, my husband also enjoys science fiction, restoring old cars, and finally got interested in Japanese animation after someone showed him an episode of Dirty Pair. (Should I be jealous?) It has been a debate in this household as to whose hobby actually cost more. Why, either of us could have chosen cheaper hobbies, I don't know! Anyway, I guess like many of you, I became aware of Japanese animation when one day I spotted an unusual show (unusual by what had become typical of most animated series.) The show was Star Blazers. What attracted me was the continuous plot line as well as real people and not a bunch of little cute cartoon characters that the show focused on. Now, let me back up and tell you how I actually came upon this show as to it might shed some light on what and why animated shows have become what they are. It was during one of the infamous battles between parent and child concerning nap time, that I decided to put my foot down and insist that my children take their naps. Now this was no easy task and I was getting pretty desperate. (One side note to what I came up with as to the solution to my problem, I have always been an animation buff.)



Yes, as you probably have guessed, I sat my two little munchkins down in front of the T.V. set with their favorite blanket and pillow to watch some of the animated series that were being played. (Come to think of it, have you ever wondered why cartoons have taken over the afternoon television market. I believe it all started as parents such as myself found out that this was a great way to settle their kids down and give tired mothers like myself a break.) Now, being the concerned parent as I am, I was not going to just let the T.V. become a babysitter for my children; and, since, I was an animation lover from way back, this would allow me to find out what was now being offered in the way of animated series for today. Somehow, the shows that I saw didn't seem the same as I had remembered them. After so many times of sitting through the Flinstones, Bugs Bunny, and who knows what else, I decided to scan the channels for something appropriate. Wow! Somehow, I caught a show called Star Blazers... and then Robotech. (Robotech first appeared in the Dallas area at the 2:00 p.m. time slot!) As I watched this show it soon became apparent that this was not for little kids. In fact, I started taping the show so that I could first view each episode first before letting my kids watch it. But, I was certainly hooked for the first time on any television show. I even went as far as to ask people not to call me during the time that this show was being played, including my husband! Of course this caught Pat's interest as to what had his wife so intrigued as to watch afternoon T.V. since I never had except for what I have said earlier. (By the way the show was put on at a latter time so that I could watch it as I was taping it and not have to worry about letting my children see it. (As it was, I eventually let them see most of the series, but found out that there were somethings that disturbed them about some of the episodes that I let them see. This I will discuss latter.) Finally, if you have managed to stay with me this long, I'll make this part a lot shorter. One day on the show it was advertised that all the episodes of Robotech would be shown as well as the producers of this show would be there as well. Well, I went to this festival as it was called and discovered that there were not many parents with their children there, but the place was swamped with teens and young adults! I say all of this to let you realize that many people as myself would have expected much the same.

I would like to make a few comments about my first impression of Japanese animation....Shock! You see, the first two movies that I saw after learning that there was a club in my area that got together and watched these shows was Final Yamato, the original version and the Macross movie. I must admit that I was not quite prepared for the last ten minutes of Final Yamato as well as the, well...let's put it this way, the Macross movie had a few surprises as well. I have since come to the conclusion that the Japanese take their animation more seriously than the Americans, in that they have all sorts of shows for different ages. Now, this leads me to put in a plug and voice a position that is not readily taken by the die hard Japanese animation fan. I do not hold the opinion that when a Japanese show is brought over to the U.S. that it should not be edited..I still hold onto some of the reasons why American parents wanted some of the violence taken out of the shows aimed at their kids. Although, I believe that we have gone too far in the opposite direction that the Japanese have gone in the other way. By this I mean that it bothers me that we see G.I. Joe shoot up and no one gets hurt and that the consequences of such actions are not portrayed in some way. It also bothers me in the same way to see the Japanese animate someones head getting blown up, all of which I think is unnecessary. Now, since most of these shows that make it over to America are going to be aimed at my children, I will not hesitate to holler if there is a lot of violence of the kind I have referred to as well as if one of the

infamous shower scenes were left in.

OK, I'll admit that in doing this, some shows have lost their original stories and have even lost some of the characteristics that I do like in most of the shows I have seen. But, I have found that my children can not handle death, especially if it is graphically portrayed. Now, I did find out that they could handle mecha type violence and some portrayal of death as long as it was somehow dissociated in the plot line. (Ex. The Great Mouse Detective implied that the villain gets it in the end.) To sum what I am trying to say, is that I believe that some of the standards set by the



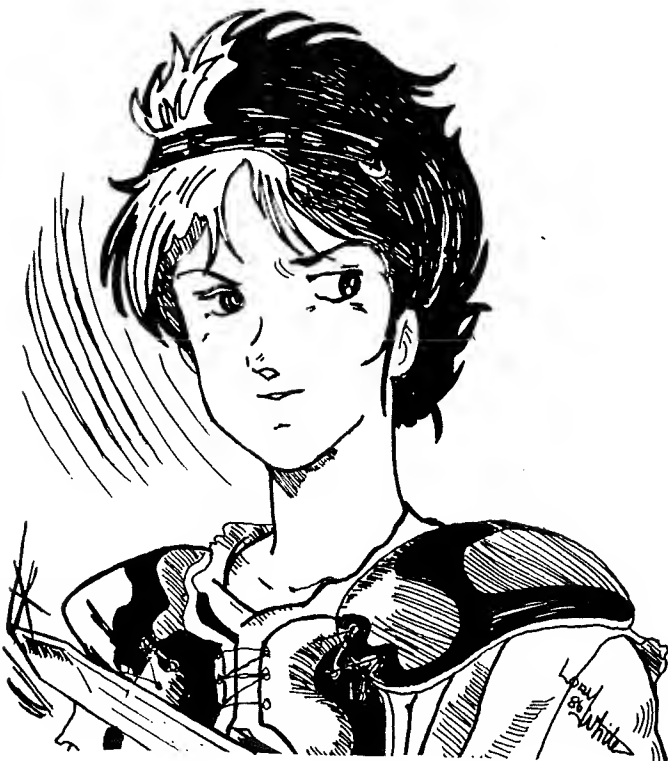
American public,(After all we do live in a country that allows for public opinion)has some merits.It upsets me when I hear some die hard animee fan complain to me that my standards are nothing but malarkey.Please hear me out.I want to see my favorite series and movies brought over to America,but not marketed at my children. Here lies the problem,how to change the marketing for animation in America while not stepping on the toes of parents as myself who do not appreciate shows like Harmony Gold's Harlock series that has some pretty violent scenes in it being aimed at my kids.(Granted,there could be multiple guilty parties on this one,+the T.V.station for not paying any attention to what they where airing and H.G.perhaps for not making this real clear.I actually think both here are guilty since I have a promotional flyer on the H.G.Harlock series and in their own words,"Captain Harlock and The Queen of a Thousand Years is a totally unique effort in animated children's programming."Get my drift!)So, here's my question that I pose to all,how would you go about changing this double problem?That is,to keep chidren's animation basically the same while convincing someone who has the money and the market availability that there is an audience out there that would love to see animated series and movies like the ones all of us have found to be quiet good.I personally believe that Robotech made a believer out of me that there is a market place, but;the Robotech movie sure blew the advancement.Now,with all that said and done,I hope to hear some real bright ideas on what to do.(**advancement as to convince that animation can be good and have an appeal to an older audience along with a more adult plot.)

Pat;I enjoyed your Lensman story very much.Since I just caught the last issue,did your story have any previous chapters?If so,I would like to get hold of them.Will they be in the Lensman Apa? My husband is a big Lensman fan,but has not read the third and fourth books because they are unavailable at this moment.Some Lensman fan tell him what happens in these books!I know little about the Gotchaman series so I appreciated your background data.I can see how a die hard Gotchaman fan would cringe at what was done to this series.This series,I understand was so edited that new animation was or had to be added to plug up the gaps.Ok,I truly sympathise and this is an example of what kind of problems we have.Since,I have never seen any of the original Gotchaman series would you care to trade with something so I can see a little of what has caught your interest?Actually,all I've seen is The Battle of the Planets,so I would like to see what it was really like.

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Paul;Your major in college interest me.What will you plan on doing with it after you get out?I also like to answer my letters back as quickly as possible too.Robert is alot of fun to write to in that I know that I will hear back from him.Besides of which, Pat has informed me it is alot cheaper!!(Inside joke between Robert and I)

Aaron;Can you really do some translating?What would I have to do to bribe you to translate the last two Cat's Eye mangas? I understand that translating is diffacult since I am currently learning a little Japanese from one of my son's classmates who's family is from Japan.(Actually,his mother is teaching me a little as I help or try to help her with English.)I'll provide the mangas!

Ed;I can see that you are abig reader.I actually have little of the kind of time that it takes to sit down and relax with a book.So,most of my reading is geared to the particular subject I am studying in my Bible class.Pat is the big reader in this family and is blessed with the abilities to read anything fast! I envey this,but have found that when I do have time that I would rather take my time as I like to put every spoken word into some kind of picture.

Bill;I enjoyed meeting you as with all thðse from Oklahoma. I'm a big Cat's Eye fan.I can't say the same about Yatsurā U. Somehow her shocking personality gets to me.But,I have found that the new series that Robert got in that is done by the same person,Mezzon Ikkoku is intersting.I'm mostly a big character person.So,movies like Nausicaa appeal to me.(Not to mention that I don't care much for the real violent shows like,well....You'll find out latter.)

Tim;I like your style and wish my handwritting could be so nice.My handwritting has often been compared to a modern day hieroglyphics!I can tell your a big Ken fan.They're a few down here but I'm not one of them.Robert keeps telling me that there is really a plot behind the violence.OK!I'll admit to that after reading Robert's artical.I guess that I have never been a big fan of any type of martial arts movies including animated ones. The closest I can say that I have come to enjoying are the Karate Kid movies,if you can call them real Kung fu type of movies. I was glad to hear that someone tried out the add in the animation magizine.I was wondering myself.And speaking of animation material,

does anyone know where I can get the following Cat's Eye mangas: #4,5,6,7,8. Books Nippon has informed me that they are no longer available. So, I'm looking for someone who would be willing to give up their copies or willing to make some other kind of deal.

Earnest; I guess you and I would have some interesting conversations about censorship and editing in general. I will agree that in some cases the editing of a show has nearly or actually ruined the plot, character development, and in some cases the very intent of the movie to begin with. (A good example of this is the American version of Nausicaa. Now when I talk of editing, what I really am talking about is the eliminating of a few frames here and there in order to meet what is considered by many Americans as acceptable for certain ages and certain time slots. But, Nausicaa had twenty minutes of it edited out. This is not what I had in mind.) Now, I suppose we would also have a good time talking about other movies other than Japanese shows that make their way to prime T.V. Here is where I do see some hypocrisy, but will be the first to justify the reasons why I would still want these "R" rated shows edited. I realize perfectly, that many of these shows are available on cable and through video stores to those who legally are not allowed to see them at the theaters due to their age without parental participation. Here, I will rest my case due to time and other reasons. Why, I even brought this up, is that I believe that Japanese animation has fallen between a rock and a hard place and is why it will be even harder to bring some good quality Japanese animated movies or series to America. (I'll spill the beans and give you a few of my own ideas on how to please all concerned. The home video and cable T.V. market would be the best place to aim our letters at to try and encourage someone with the money and who has the access to these markets. Then, you wouldn't have someone like me harping about all those who think I am in the wrong as to what I feel is suitable for my children or for what I would consider suitable for the basic easily accessible television programming that most of us have.) Now, I too would like to see some of my favorite movies and series brought over to America unedited or as I said slightly edited. But, I believe the other side (the people who promote censorship....) have some valid arguments that seldom get voiced in a discussion between Japanese animation fans. So, I thought I would throw a little kindle into a very hot topic.

Earnest, don't take anything I said personally. I really do agree with a lot of what you said. It's just that I so seldom hear the other side voiced at conventions that it would seem to me that only birds of like kind stick together. By the way, I have let my children see some Japanese shows. They could care less that the program is in a different language. In fact, they enjoy trying to figure out what is really going on. And, if all else fails, making up their own stories. This has often been a favorite past time of my husband and I as well.. Come on anyone else out there also enjoy making up your own lines for some of your favorite shows?

Randy; I can really be opinionated as well. But, I hope no one takes me too serious as to think I'm attacking Japanese animation, after all I have become a fan and hope to see some of my favorites make it over here. And, I credit Japanese animation for improving my sense of humor as well. As Pat will testify, I actually laughed at the Dragonball episodes that I was shown. I'll also admit that even though I would consider myself somewhat of a conservative and even a prude, I did find the final minutes of the original Final Yamato a tear jerking scene and I'll also admit that the way this was shown (the wedding night of Kodai and Yuki) I found extremely well done. (OK, I wouldn't let my children see this and would expect this scene to be edited out if brought over to prime time television. but it had better not be tampered with if put onto video.) Well, I will get onto a few scribbles of Japanese anime news. Macron 1 is playing in the Dallas area and I am recording it. Again, it is a show that has combined two different anime series. I have been told that the two series are Goshogun and Scrungle. I know nothing about these two shows so as to tell how close or far apart they are from their original states. I am recording this series if anyone is interested. For those who are very familiar with the voices from the Robotech and Harmony Gold Harlock, you will recognise many of them, not to mention that two of the writers for the H.G. series also are in on this one as well. So far, most of what we have seen is from the Goshogun series. The Robot scenes are made a little more interesting than Voltron in that they do not use the same music over and over. (Any interested person who does not have this show available to them, send me a tape and I'll give you a sample, of course die hards will probably find a lot to there dismiss.) (Just Joking!)

Robert; OK, there actually is a plot behind the violence. Jeff has loaned me two episodes that he says I should be able to handle.

I did enjoy reading your article. Now how about sitting down and doing one on Harlock? There's a character as well as two series and not mention a movie that I haven't put all together. Actually, it's all those long talks we have had late at night. It's some what easy for me to either forget or not put together things at that late of the day.

Well, I guess my introduction has probably melted a few heads as well as possibly bored a few. Next time, I promise not to go on a tirade and stick more to animee in general. I have managed to get hold of the translations to all the songs to the Macross song Collection. I will print these up for everyone. The man who did the translation was an elderly Korean fellow who I met one day in the grocery store. Actually, I met his grand-daughter. He translated these songs for me at a price that I have latter realized was too little now since I understand all that it takes to do such a thing. I will print these as he put them down starting from side A song #1 etc.

Untill next time.....

Lory

A handwritten signature in cursive script, appearing to read 'Lory', with a large, sweeping flourish extending to the left.

OPERATION: RID

Written for **APA HASHIN** by Tim Eldred, 1265 Greenly, Hudsonville, Michigan 49426. Phone: (616) 896-9260. **OPERATION: RID** was the mission in episode one of **ARMORED TROOPER VOTOMS** in which Chirico Cuvie discovered the birth of Fyana and sparked off the beginning of a 52-episode quest for the secrets of his forgotten past. (Ominous, huh?)

KONICHIWA!

Now that Babelcon is behind me, You're all getting what you deserve: a section of more than three measley pages!

What a con it was! This was our eighth annual Babelcon (we being the STAR TREK club of Grand Rapids) and even though I was elected chairman this year, the convention did better than it ever has; more people--more fun--more profit! As chairman, I had more than my share of headaches, but I somehow managed to enjoy myself and actually had a better time because of it all.

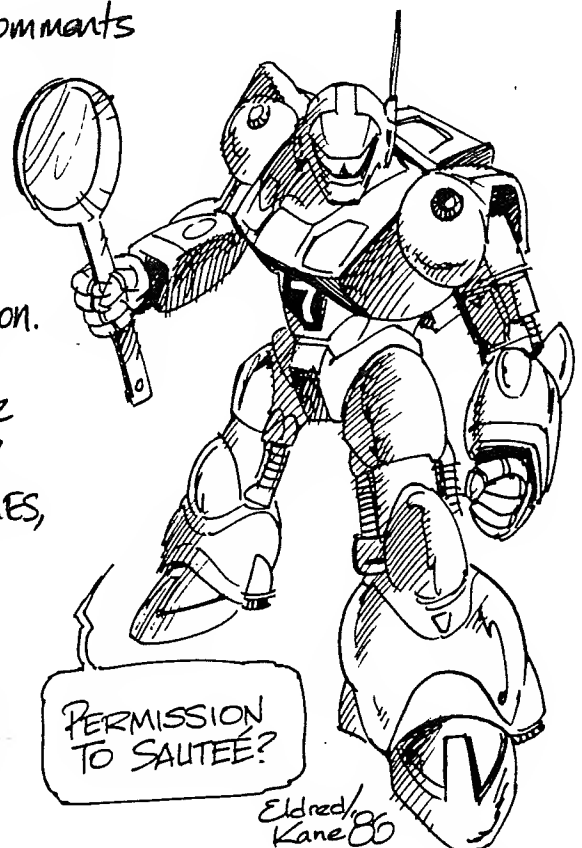
Not a whole lot of anime was shown in the film room, however, so maybe next time I'll have to take hostages and amend that.

So let's take care of the mailing comments and move on to business...

First of all, thanks to everyone for your kind words on my section and my 'Project X'. From now on, I'll refer to it as MISSION OF GOLD SHOULDER. Watch this space for further information.

RANDALL: You don't like giant robot or comedy anime? That doesn't leave a whole lot to choose from, does it? Just things like YAMATO, NAUSICAA, HOLMES, LENS MAN, CAPTAIN HARLOCK, GATCHAMAN, HOKUTONO KEN, AREA 88, HARMAGEDDON, WINDARIA...hmm...never mind. I just answered my own question. Just stay away from those soccer shows.

I wanted to send you my stats for the RPG, but I'm unclear on how to



list personal skills. Should I pick categories at random or go by the sample list you provided? Please let me know--I'm going to end up piloting a Scopedog if it kills me!

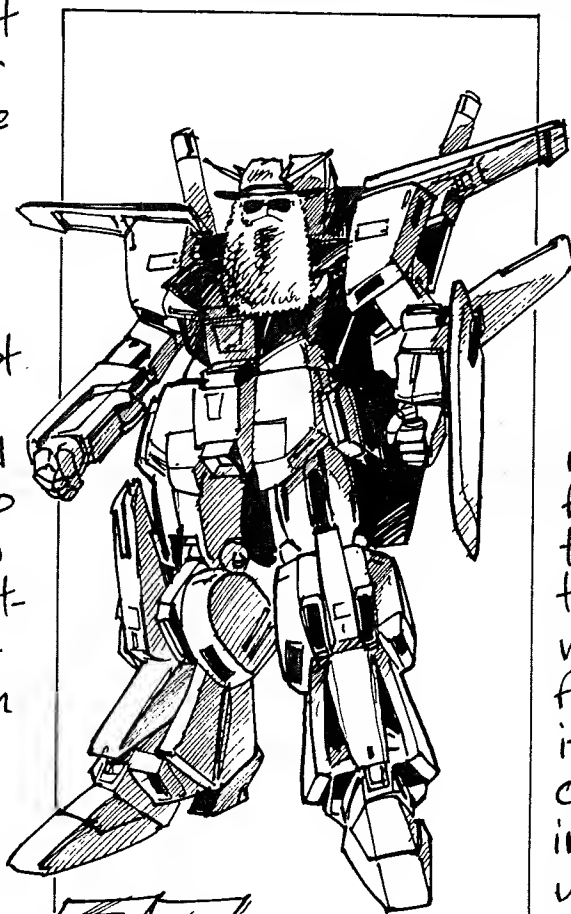
PAT: Thanks for the GATCHAMAN info! My girlfriend Eileen is very interested in the show, but unfortunately I never learned much about it. Since I couldn't adequately answer her questions, I was glad to have the APA on hand to fill the void. Shadowhawk looks interesting, too. Now that we all know more about the Gatchamen, it's easier to accept do something similar GOLD SHOULDER more for the inspiration!

PAUL: Welcome on thought the Armored most realistically-robots around (except the more bizarrely-they're what attracted the first place. I keep about them as I go and such. I'll be put-kind of mecha over-OPERATION: RID. Watch

ED: You guessed for running those annoy you. So stay doing it! (Wait-then story eventually! Oh, about vicious VOTOMS else does them, I'll you, I'm one of those

back and critique the stuff they like. Ain't it fun?

BILL: No problem on Xeroxing then Ken cartoon. The more people that get exposed to anime, by whatever the means, the better. Which brings a point to mind--some APA's I know seem to have a problem with "outsiders" somehow Xeroxing their stuff. I have no difficulties with this, so long as no one gets rude and takes credit for whatever work went into it. But all the APA-HASSHIN people are too cool to do something like that, so what



ZZ GUNDAM

her. (Next issue I'll with VOTOMS to make appealing. Thanks

board! I've often Troopers were the conceived anime maybe for some of designed ones) and me to the show in finding out more through DUAL Magazines ting together some view for the next for it!

it--my main reason comic pages was to in line, or I'll keep you'll get an entire well. Don't worry parodies--if no one supply my own. Like people who can step

do I have to worry about? Xerox away!

EARNEST: Sorry, nothing new to add since my last letter to you. For everyone's information, Earnest suggested the re-spelling of HASHIN to HASSHIN. The guy's translated ADIEL, GALAXY EXPRESS--I'm not arguing with him!

ROBERT: Arghh! More Ken info than one mind can absorb all at once! HRRGH H H W

Excuse me. Just had to explode for a second there.

No, Shin's actions in Book I were completely selfless. I have it on good authority that since he was the first "nanto gate" for Ken to pass through, he was using every man, weapon, and power at his disposal to shepherd Ken and make him the fighter that he has now become. Shin knew of Ken's destiny and helped him fulfill it. Then, of course, Ken whomped him.

It has also become apparent that Raoul (I refuse to write Ra-ch no matter how many times I see it that way) was doing something similar shortly after his fight with Ken in episode 50. As Ken prepares to trash Souza, a henchman of Raoul's brings him up-to-the-minute information. Raoul mutters something to the effect of: "no...he's not ready yet." Makes you think. (Actually, it makes your brain hurt.)

* * * *

Well. As I said last time, the new VOTOMS original video is out, and ANIMATE WORLD SERVICE supplied me with a copy sooner than any of

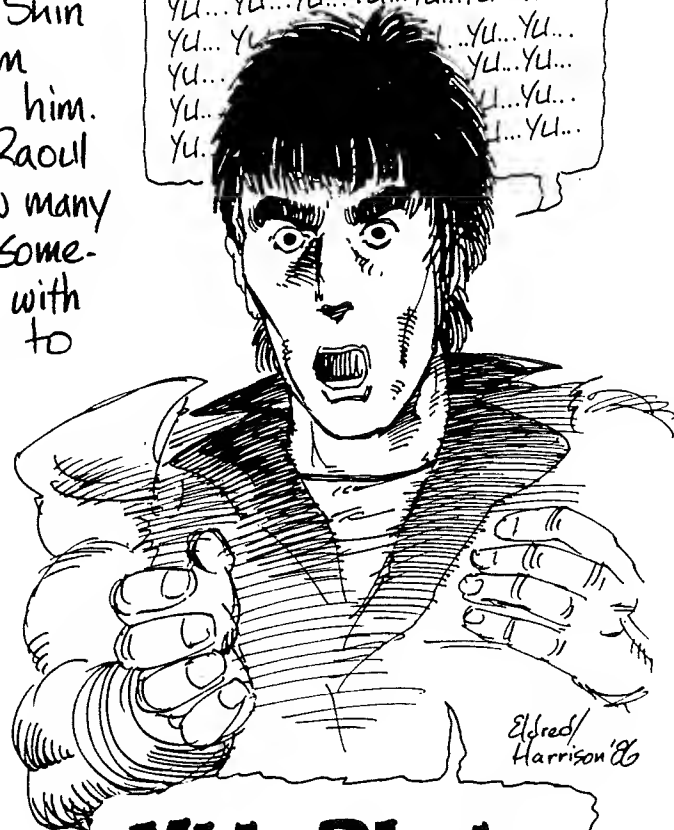
OPERATION:RID

PAGE 3

A DAY IN THE LIFE PART 2:

KEN DISCOVERS THE SIXTH GATE

YU...YU...YU...YU...YU...YU...YU...
YU...YU...YU...YU...YU...YU...YU...
YU...YU...YU...YU...YU...YU...YU...
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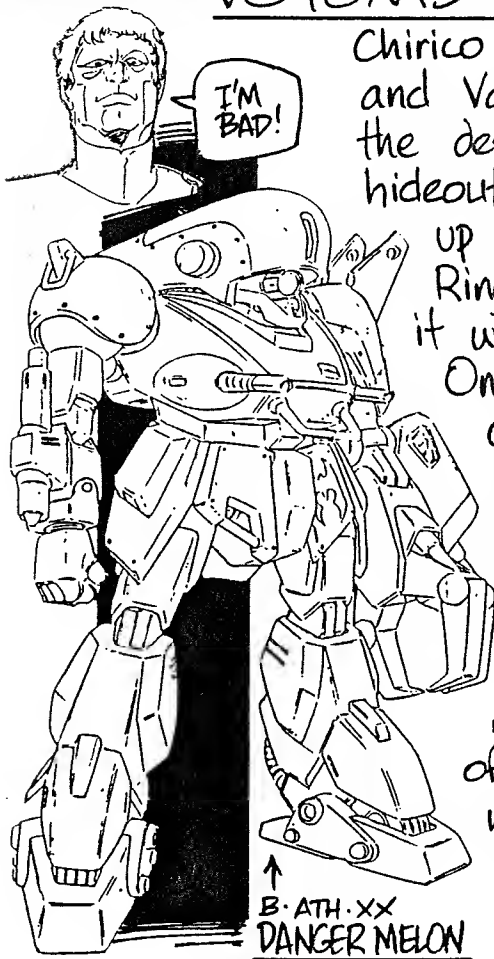
YU...RI...A...

us were ready for. Again, being an over-the-wall VOTOMS fan, I feel it is my duty to present an overview of the story as I see it, properly digested to let everyone know how and where it is supposed to fit in the whole scheme of things.

First off, continuity goes out the window, since the scenario for this story doesn't fit anywhere in the TV series continuity. The locale is definitely Quent, which is the planet on which episodes 41 to 52 take place, but there is no point in that episode run at which all the characters are together and not held captive by anyone. Thus, I look on this video as an "offside" story that doesn't actually happen (easily so, since there really are no repercussions to carry over into the series like THE LAST RED SHOULDER which sandwiched nicely between episodes 13 and 14) but is neat to look at, anyway.

The official name of the story is BIG BATTLE, though someone cleverly (?) inserted manglish reading BATTLE OF THE HETEROGENEOUS, which is just too strange to bother with. So here we go...

ARMORED TROOPER : THE BIG BATTLE VOTOMS :



Chirico Curie, Fyana, Lou Shako, Gotho, Coccona, and Vanilla have evaded their various pursuers to the desert world Quent and have established a hideout in a subterranean ruin near a trashed-up city. The story opens in the city's Battle Ring, where two Armored Troopers are going at it while a greedy betting crowd cheers them on.

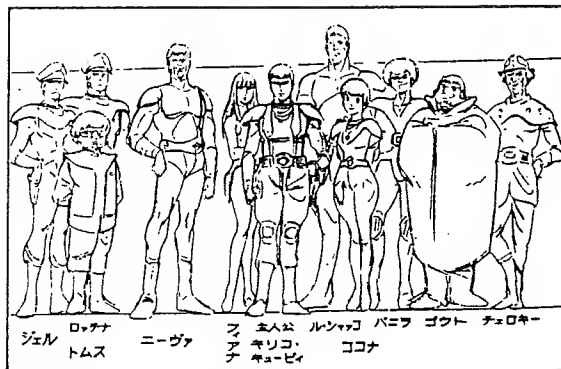
One A.T. is a Scopedog. The other is probably the most bizarre (and deadly) machine in the Balalant army--a heavily beweaponed custom job called DANGER MELON. (I don't make 'em up, folks)

A local favorite, the pilot of this oddly-built contraption makes short work of the Scopedog, and as the crowd roars its morbid approval, the victorious pilot spots



↑ NIBA (he's bad!)

one audience member who looks unimpressed: Chirico. Gotho, meanwhile, tries to convince Chirico to enter himself in Battle Ring and earn them some travelling money, but Coconna intervenes, telling Gotho in no uncertain terms where he can put his offer. Just then, Gotho spots an old 'gambling buddy' with the unlikely name of Cherokee Chief. Cherokee is apparently a prominent bookie hereabouts, and acts more than a little interested when Gotho points Chirico out as a Red Shoulder platoon member. Both their interests are piqued when Cherokee tells Gotho only a Red Shoulder would have a chance against the pilot of the Danger Melon.

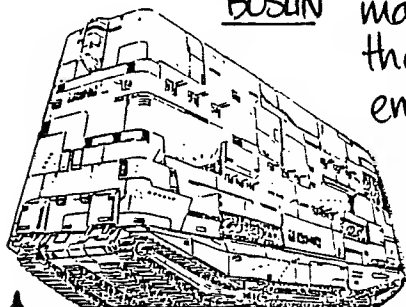


↑ EVERYBODY

CHEROKEE
CHIEF →
(Scumbucket)



←
JULE
BOSUN



↑ BALALANT DESERT CRUISER

Soon afterward, the scene shifts to a broken-down Sandcrawler-like Desert Cruiser somewhere outside the city. A secret Balalant outpost is here, and the commanding officer, Jule Bosun, is having a talk with none other than Jan-Paul Rochina (one of Chirico's main pursuers who changes allegiances more often than his socks.) as the pilot of Danger Melon enters. He is a tall, rather severe gentleman named Niba, who agrees to go after a prominent Scientist working in the local Gilgameth installation-- Garuman Thomas.

Meanwhile, in Gotho's hideout, Fyana is undergoing her periodic re-energization bath while Gotho and Cherokee discuss "business". Vanilla produces an ill-gotten map of the Gilgameth base, which Chirico appropriates. He then takes off in a jeep with Shako to find the base (and maybe a way out of here), and the others follow secretly, anticipating some sort of decisive move. Cherokee is left behind with Fyana, and it soon becomes apparent he is up to no good (read: opportunism) when Jule Bosun phones and orders him to capture the girl.

As Chirico and Shako enter the base



← GARUMAN
THOMAS
(Gilgameth pawn)



← NIBA
(still bad)

via a maze of dark (and wet!) tunnels, Gotho's group is caught by a Gilgamesh patrol. Likewise, Chirico is none-too-pleased when he and Shako are similarly captured and the entire group is reunited in a cell. Out from the shadows steps Garuman Thomas. Thomas, it turns out, is some sort of scientific authority on Perfect Soldiers. He and Chirico have a tense discussion that is interrupted by the sound of Armored Troopers and gunfire: Niba has arrived.

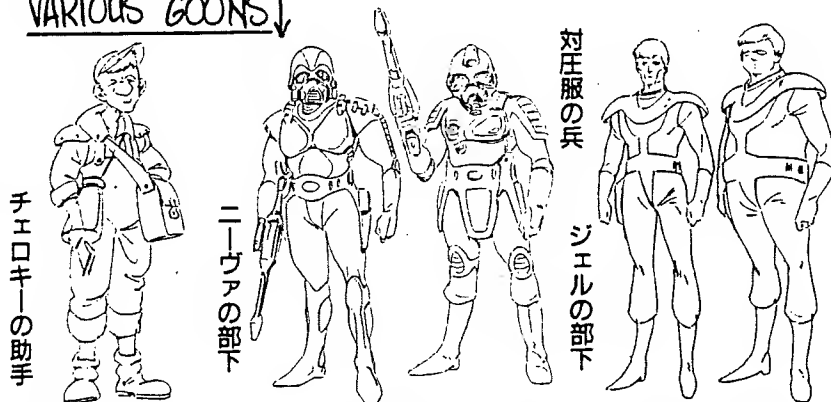
Chirico takes advantage of the commotion by freeing his companions just in time for the Danger Melon to appear at the door of the cell. Niba quickly scoops up Thomas and pops his hatch for a look at Chirico. "I want you, Red Shoulder," he says, "and I will meet you in Battle Ring." As Chirico's jaw drops, Niba takes off, Thomas firmly clutched in his menacing armored claw.

Chirico and company return to their hideout to discover Fyana's absence. Cherokee gives them a timely phone call to let them know she is now in Balalant custody. At first, Gotho is blamed because of all his dealing with Cherokee earlier. Chirico calmly asks him where they would have taken her. When Gotho mentions the Desert Cruiser, Vanilla balks...but sly plans begin to form concerning an effective rescue...one the Battle Ring crowd won't soon forget.

As the group begins assembling its plans, we learn a bit more about Niba. Like Fyana, he is an experiment at creating a Perfect Soldier...but this Balalant version is slightly less savory. The re-energizing

Painful energy Bosun talks a session like ing father. As levels rise, Flashback: Niba on a His position overrun by

VARIOUS GOONS↓



CHEROKEE'S ASST

GILGAMETH GUYS

BOSUN'S CREW

process involves hookups. Jule Niba through a condescend-the power Niba snaps. a younger battlefield. is being the infamous

Gilgamesh Red Shoulder squad of which Chirico was a part. While being unceremoniously trampled by a Scopedog, the image of the indicative Red shoulderpod enblazes itself into Niba's traumatized mind. Niba is now bionically rebuilt into a high-tech Frankenstein

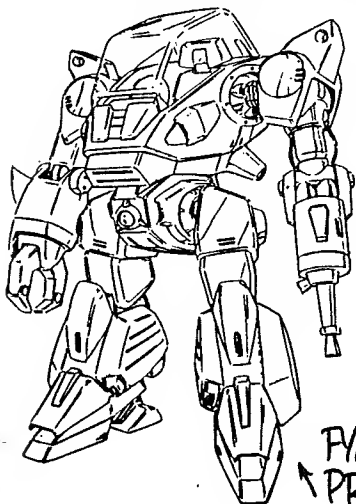
monster. Easily snapping his bonds, Niba loses control, killing Bosun, and giving the support crew a look that leaves no doubt in their minds who is now in charge.

Significant events are happening in the hideout, as well. As Chirico and Shako strip-down and soup-up their A.T.'s and Vanilla brings in a military helicopter appropriated long ago, Cherokee pops his slimy head in the door. Gottho immediately wants to tear Cherokee apart, but is calmed by Cherokee's disarming manner. He has arranged for BIG BATTLE, a deluxe Battle Ring to end all Battle Rings, in which Chirico (the fearless Red Shoulder) will lead his brave warriors into battle with the pilot of Danger Melon in his Desert Cruiser and Cherokee cleans up in the winnings.

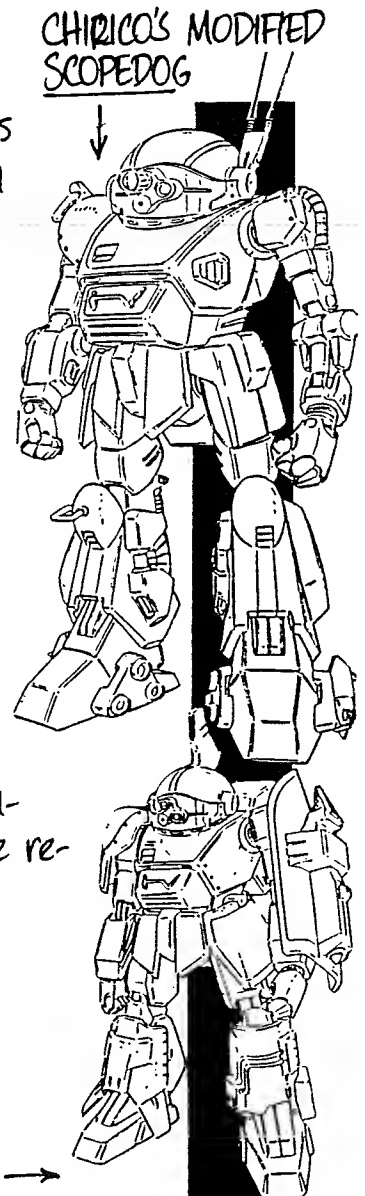
Everyone is stunned to silence, however, as Chirico quietly spray-paints his Scopedog's shoulderpod RED. (The significance of this scene will be lost on those not familiar with the series. Suffice to say, memories of the Red Shoulder war atrocities have left some severe psychological scars on Chirico, and not just any garden-variety mission can make him a Red Shoulder again.)

Back on the Desert Cruiser, Niba approaches the still-not-up-to-par Fyana. Garuman Thomas, who has been kidnapped to care for her, intercedes but is quickly trounced by Niba. In a scene archetypal of any 1950's horror film, he drags Fyana off by the arm, ignoring her anguished screams.

Outside, the Battle Ring crowd gathers, incited by Cherokee's shouts of "Big Battle-- Red Shoulder Vs. local Champion" over a megaphone. A signal flare begins the battle, and Chirico's group takes off for the immobile Desert Cruiser. But it remains immobile no longer! Eliminating the remaining crew members, Niba has literally plugged himself into the control boards and brings the ancient monster to life. Every cannon and missile is at his



↑ FYANA'S A.T. PRISON



↓ CHIRICO'S MODIFIED SCOPEDOG

→ SHAKO'S MODIFIED A.T. 'BERSERGA'

command as the behemoth launches forward. The crowd goes nuts.

As the dust flies, Chirico fires a grappler onto the side of the Cruiser and swiftly gains entrance as the others keep Niba occupied. He has spotted Chirico, however, and has made plans to deal with him by placing a handcuffed Fyana in an A.T. under his control. Some fancy maneuvering on Chirico's part pulls her out, and as he goes about setting a bomb in the bowels of the vehicle, Niba disconnects himself from the system and heads for his beloved Danger Melon.

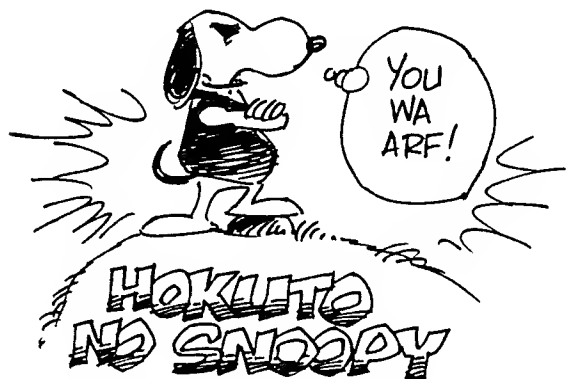
Chirico and Fyana make their way to the roof of the rumbling vehicle and signal Vanilla in his helicopter to come in for pick up. This is where the Scopedog comes in. Strapped to the copter's undercarriage, it is brought in and traded for Fyana. This takes place just as Niba appears on the roof only a few yards away. One look at the Red shoulderpod is all it takes--and the battle begins with renewed frenzy.

I don't want to go into details here, since it will ruin your viewing of the climax, but Niba does get his just rewards via what has to be the slickest use of A.T. mechanics I've ever seen.

So that's BIG BATTLE. Call it BATTLE OF THE HETEROGENEOUS if you want, but it's an exciting story regardless of what it's called. My one regret is that it just doesn't fit into the TV Series continuity. It simply goes to show how unpredictable the anime world is becoming.

I've written myself dry, so I'll have to close here. Next time, I'll talk about all the stuff in the VOTOMS TV series you needed-to-know-but-never-bothered-to-ask-about. Until then--

Tim Eldred





Luminescence

brought to you by Aaron Reed
23 Mystic St. Brockton, MA
02402-2825

NO.2

+++++

Hi, again, everyone!

It can go without saying, even tho' I'm sayin' it, that the last APA HASHIN was a pure delight to read.

My favorite contribs were those by Pat M-S. and Robert Gibson, who have both increased my appreciation for GATCHAMAN and HOKUTO NO KEN respectively. But all of you did well, and I hope that'll be the case each ish (I know it'll be).

Now, for those who thought this little segment of mine was just gonna be all-URUSEI YATSURA, I think the appearance of two truly 'lovely angels' says what mere words cannot. It's a pity their show got cancelled. But, as Rob told me, it was because of the type of women they are, which are, unconventional.

For those who don't understand, the traditional Japanese woman, at least now-a-days, grows up to be nothing but a housewife, whose only function is to manage the home and rear the children. As

for public life, what public life? If the Missus goes anywhere with her husband, she only speaks when spoken to, and must live by the rule of men first, instead of ladies first like in the West. Actually, I don't think I'm doing too good a job of explaining what makes Kei and Yuri unacceptable in the eyes of traditional Japanese women (who probably don't like anime at all anyhow), so I'll let an article I found in the TV GUIDE for October 4 do the explaining, NEXT ISH!

Anyhow, I'm glad DIRTY PAIR is still popular with the hard core anime audience. If the fact that another DP video flick, followed by a feature length anime movie are due next year, doesn't convince you, then take two Tylenol and see a venus flytrap about tickets to Sarnia, Ontario 24 hours after you read this.

Meanwhile, I'm disappointed that ROBOTECH flopped. But someone I knew had enough insight to know it would. He reckoned, and he was right, that the show's leanings toward an adult audience would make it unattractive to the 2-11 crowd who generally tune in to cartoons in the US. And I'm equally disappointed we won't get to see any ROBOTECH II.

Pondering on these things makes me feel that the days of new Japanimation on American TV are numbered. Kids here'd rather watch super fast paced G.I. JOE or TRANSFORMERS over ROBOTECH any day.



Handwritten text, likely a signature or title, appearing as a series of connected, cursive strokes across the middle of the page.

Hmmm. I was hoping to have a short DIRTY PAIR story in this ish, but it'll have to wait. A few things came up. Among those things, my plans to start up an apa that'll come out on the months that HASHIN and my other apa ALPHA-OMEGA. Details on my apa are as follows: DON'T!

name: U.S.A. YATSURA

Devoted to URUSEI YATSURA (and other features by Rumiko Takahashi), DIRTY PAIR And PROJECT A-KO.

copy count: 13 (for first two issues. Goal is 20)

minimal activity: one page per issue.

frequency: bi-monthly

rules: no politics or personal attacks

deadline: November 22 (first ish). DL for No.2 is Jan. 16

I originally intended to do only a straight URUSEI apa, but was told it possibly wouldn't succeed. Thus I've added DIRTY PAIR, A-KO and any manga/anime features by URUSEI creator Takahashi, since I feel people into those things will fill up the apa nicely.

For those of you unfamiliar with Takahashi's non-URUSEI creations, they include FIRETRIPPER, SUPERGAL and MAISON IKKOKU.

Any non-political items can be run, be them translations, original fiction, novelizations, commentaries, artwork, etc.

Wish me luck, minasan!



urussei yatsura character profile on:

L A N (ラン, 蘭)

Name: Lan

Age: 17

Sex: F (女)

Place of birth: a world sharing twin planet status with Lum's home world.

Occupation: High school student

Marital Status: single

Known relatives: mother (age 40?)

Personality: sweet, gentle and outgoing, If provoked, a violent, unforgiving spirit is unleashed. She is often prone to fits of anger and vengeance seeking against friends.

Interests: cooking, gardening, war games, firearms, anime, movies.

Favobite anime shows: HOKUTO NO KEN, GI JOE, SPACE COBRA, RAMBO, and any cute kid or Smurflike cartoon.

Favorite movies: RAMBO I and II, TERMINATOR, NAUSICAA, COMMANDO, plus any violent action film or G-rated kiddie flick.

Favorite quote: If it's war they want, it's war they're gonna get!

-- T.J. Hooker

☆ And that's all for now, folks. C-U-N-6-T! ☆

Sergio Lucas presents

THE FAN ZINE WITH NO NAME



-AX-

WHISTLE-WHISTLE-WHISTLE-Wah-WAH-WAAAAaaah.

NUMBER ONE

for: APA, HASSHIN! #3

by D. B. Killings

Current mailing address:

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Streamwood, Il.

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Phone:

(312)980-4003

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'Ello droogs!

This here is my first (and rather hurriedly composed and typed-nearly forgot about the blessed thing!) for APA, HASSHIN!, which I suppose means its introduction time. Having written for several other APAs before I guess I should know by now all about intro-'zines, but for some reason I can never get myself in the right frame of mind whenever it comes time to crank one out. Never know where to start, ya' understand. Bothers the hell out of me. Oh well, never mind. I guess, this being a Japanese Animation oriented APA, I should start off with that as a subject. Well, gotta start somewhere...

I think I've got a fairly typical background as for most Japanime fans; used to watch "Speed Racer" and "Prince Planet", remembers watching an episode or two of "Muddle of the Planets", and eventually got hooked on "Star Blazers". I clearly remember spending an entire summer of 1981 getting up at 6:00 am just to watch the series on tv, and immediately going right back to sleep once it was over. For me, who could probably sleep through a typhoon and never know what had happened, thats a mark of dedication. Unfortunately, from here on I went slightly astray, something which I now tend to kick myself for. I sort of dropped what little I knew of Japanime in favor of other things, most notably Doctor Who. In fact, it wasn't until about two years ago did I even hear of the C/FO, much less become interested in it. Anyways, about that time I was introduced to The Captain (namely Harlock) via the Frog translation known as "Captain Albator", and with the addition of such classics as Galaxy Express 999 and Mobile Suit Gundam my interests snowballed. I "unofficially" joined the C/FO in late '85, but it wasn't until this past summer that my membership became official. Odd story, that. Remind me and maybe I'll get around to telling it.

Right now I've got a lot of Japanime interests, too many I sometimes think. Its now gotten to the point that I'm afraid to look at something I've never seen before, as I know that if I like what I see I'm going to have to get everything, and I'm having enough problems finding the things I want as it is. Of all the shows, I think Urusei Yatsura is probably my all-time favorite. Don't be surprised if you start seeing lots of Urusei stuff in my 'zine in the future, because thats probably were alot of my efforts will be centered on. Right now I'm working on a translation of the first UY film (yes, I do know some Japanese. Keredomo, sukoshi Nihon-go), and may eventually do all four. At the very least, it'll be practice. I'm also actively thinking of forming an Urusei Yatsura Fan Club of America, but for the life of me I can't think of what I'd do with it. Maybe

(no, scratch that, probably) put together a fanzine of fan fiction and such. By the way, anyone out there interested?

It shows I am interested in: Dirty Pair, the Gundam saga (Zeta-Gundam was probably my favorite series of 1985), the various Harlock programs and features (My Youth In Arcadia ranks as my all-time favorite animation film), Space Fortress Macross/Robotech, SPT Layzner, Dancougar, Vifam, and Heavy Metal L-Gaim. For some reason, though, I've never really gotten that excited about most of the 70s era series (with the exception of Yamato, Harlock, and Gundam, that is), so shows like Gatchman and Combattler-V don't really thrill me. I'm also interested abit in Lupin III, but I've discovered that I can really take him or leave him if I want to. There are other things I'd rather have.

Besides Anime, I've also got alot of other interests in SF. I've mentioned Doctor Who before. Next to Anime, thats probably my next favorite. But truthfully I've been becoming steadily disinterested with it these past few years, mostly because I've got nearly everything that survives on video in my collection (all I need are episodes #1,2 and 3 of "Reign of Terror" and the "Shada" material and I'll have the complete BBC Archives!). Therefore, theres only so much you can take of watching the same thing over and over again, so I've been finding myself less and less excited with the series. The shows current producer, JNT, hasn't helped much either. Don't get me wrong, though, I am not a Tom Baker groupie; I'm pretty certain that the best two Doctors were #2 and #3 (Troughton and Pertwee). A BBC program I have become immensely interested in, though, is one known as Blakes 7. It is definetely one of the best SF adventure series I have ever seen; its certainly one of strangest. I think most people who like Japanese animation would get a kick out of this series: its got quite a number of good stories, interesting charecters, and some great one-liners. Its also got one hell of a strange ending (yes, there was a Final Episode). If it ever comes into your area I do recommend it, although perhaps I should warn you that the first season of stories (#1-13, all of which were written by Terry Nation) were not all that great, and that the show really doesn't settle into its niche until the second season. Still, it is enjoyable. Just don't expect elaborate FX until season four (and boy do they get elaborate!).

Oh yeah, maybe I should make one more SF media note before going on. No matter how much I like Japanime, Doctor Who, Blakes 7, et al, none of them will even compare to my all-time favorite series. As far as I am concerned, the best SF program ever made was and will always be The Prisoner. Period, end of sentence. No ups, and no extras (Whaaaa?).

WARNING: AS YOU MAY HAVE NOTICED BY NOW, I CAN BE INCREDIBLY OPINIONATED. YOU HAVE BEEN FORWARDED.

I'm also something of a heavy reader, although not as much as I'd like to be. Common problem, eh? Favorite authors are Isaac Asimov (mini review of the month: Foundation and Earth is great!), Robert Heinlein, Larry Niven, JRR Tolkein, Jack Vance, Keith Laumer, Fred Saberhagen, H. Beam Piper, and Diane Duane. Say, how about an Anime adaptation of Saberhagen's Berserker saga?

Yeah, I know much of this preceding page has little to do with Japanime, but I've always found that you can tell quite alot about a person by what he likes and dislikes on a number of subjects. After all, this is an intro-'zine, ain't it?

Well, looks like I'm now most definetely in the 'write' frame of mind, so things are on a roll. What else is there to talk about?

I'm currently an officer in two clubs, the Tape Master for C/FO Chicago and the odds-and-ends officer (read: anything the President doesn't get around to doing) for the Skaro Hunting Society, a general SF media fanclub in the Chicago area. The latter organisation has been having quite alot of Anime in recent meetings, so I guess you could add it to the list of independent Animation clubs. I also edit the SHS' newsletter/ fanzine, In Medias Res, which I am hoping to build up into a full blown SF Media fanzine. Right now its primarily non-fiction oriented, and thats the way I'd prefer to keep it. Generally, I think a fanzine that is

designed for non-fiction (news, views, commentaries, reviews, and general information) should clear clear of fiction, and vis-versa.

My current project is the Japanese film room at Capricon next year. As a few of you may know, this job was originally handled by Doug Rice, but due to commitments with work (Dynamo Joe and the upcoming "Star Blazers" comic book) he just didn't have the time to work on this con, so I'm the schmuck they dug up to take his place. Where they got that cleric I haven't the faintest idea.... True, being department head does have its perks and privileges; free hotel room, name in the convention booklet, authority to order gophers around (ah, Power! Mine to use and abuse as I please! Neeehahahahaaaa!) and all, but planning out a good anime schedule is proving to be rather tough. So much to choose from, so little time to show it in. Therefore, with several months still to go before the convention (Hyatt Lincolnwood, Lincolnwood IL, Feb. 20-22), I'd like to ask of your opinions on the most current tentative schedule (see next page). Please keep in mind that this year we decided to place our emphasis on material with english subtitles and on material never before shown at previous Capricons. The latter reason is why Lensman, Crusher Joe, and Harmagedon were nixed this con; they've been shown so many times at previous cons that many audience members were growing bored (most common complaint on previous shows: it was getting too repetetive). Hopefully this one will liven things up abit; I can tell you right now Saturday night will probably be one hell of a blast! And for those who may be interested in such things, I am also planning on putting together a BayCon-type booklet for this show (plot synopsis and such for all material not subtitled), although it probably will not be nearly as fancy as the one they put out.

Hmmm,

And this should endeth my rather free-floating introduction.

* * *

There is a new translation out, if anyone is interested. Titled "Macron One", the show is a mixture of two programs, Go-Shogun and Srungle. They are mixed together ala "Captain Harlock and the Queen of 1,000 Years", and has quite a number of voices from "Robotech" and "Harlock", indicating it may very well be the work of ~~Abu Nidal~~ Harmony Gold. However, the titles indicate that the show is the product of "Orbis Productions" and in no place do the names of Carl Macek or anyone connected with Harmony Gold appear. Make of that what you will, but I really suspect this "Orbis Productions" to be a front for Macek. Maybe one of you will have better information on this.

OK now, in answer to the question you've all got on your lips, the show is palpable but not anything special. On a scale of 1-10, I'd rate it a "5". Its got its pluses: most of the action is still there, and there are no "Votwon" style death cop-outs ("Oh, hes only wounded!" AAAARRRRGGGGHHHH!!!!). The writing is possibly a little more consistant then the HG "Harlock", and there are certainly alot more people playing the voices than in the aforementioned translation. Acting is mediocre to livable. But what really makes the program sometimes unwatchable is the editing. Yep, its another case of putting two completely different programs together and trying to make them pass as one. And just like "CHQ1000Y", it don't work son. The editing is hackneyed, often confusing. Whats more, its painfully obvious that certain scenes, several of them major, were edited short just so they could stuff in (and I do mean 'stuff') enough references to the other program to keep "Macron One" together, but the links are often so protracted and ludicrous that all it ends up making you do is cringe. Anyways, these factors balanced together make the program very unsatisfactory. Like "CHQ1000Y", it had potential to be something decent, but that potential has now been thoroughly wasted.

I don't know how many episodes either Go-Shogun or Srungle originally had each, but the "Macron One" package contains (according to Variety) 65 episodes. FYI: Space Pirate Captain Harlock and Queen of 1,000 Years each contained originally

Capricorn VII Anime Schedule -- Tentative Final

Friday

Noon	Daicon films	--
12:20	Galaxy Express 999 -- 1ep. subtitled english	tv
12:50	Locke the Superman	movie
3:00	Tobikage #1	tv
3:30	Dr. Slump -- "Brave Superman"	tv
4:00	Dirty Pair: Affair of Nolandia	video special
5:00	Angel's Egg	movie
6:30	Urusei Yatsura #1: "I'm Lum, the Notorious!"	tv
6:45	Urusei Yatsura #2: "Its raining Oil All Over Town!"	tv
7:00	Urusei Yatsura IV: Lum the Forever	movie
8:30	Be Forever Yamato	movie
10:50	Lupin III: Cagliostro Castle -- subtitled english	movie

Saturday

12:20 am	Hokuto-no Ken #1 -- subtitled english	tv
12:50	Hokuto-no Ken #2 -- subtitled english	tv
1:20	Vampire Hunter "D"/ making of VH"D"	video special
2:50 to 9:00 am	CLOSED	
9:00	SATURDAY MORNING CARTOONS	tv
	Potpourri of Speed Racer, Astro Boy, Eighth Man, Giganter, and Prince Planet. Audience participation encouraged.	
11:00	Mobile Suit Zeta-Gundam #49	tv
11:30	Mobile Suit Zeta-Gundam #50	tv
12:00	Mobile Suit Gundam ZZ #2	tv
12:30	Mobile Suit Gundam ZZ #3	tv
1:00	Armoured Trooper Votoms: Battle of the Heterogeneous	video special
2:00	Arion	movie
4:00	SPT Layzner #1	tv
4:30	SPT Layzner #2	tv
5:00	Lupin III, pt. 2 #145: "Albatross, Wings of Death" -- subtitled english	tv
5:30	Hokuto-no Ken #3 -- subtitled english	tv
6:00	Hokuto-no Ken #4 -- subtitled english	tv
6:30	Iczer One, pt. 1	video special
7:00	Iczer One, pt. 2	video special
7:30	My Youth in Arcadia -- subtitled english	movie
9:40	Space Fortress Macross: Do You Remember Love? -- subtitled english	movie
11:40	Dagger of Kamui	movie

Sunday

1:50	Golgo-13	movie
3:20 to 8:00 am	VIDEO ROOM WILL HONOR REQUESTS FOR AS LONG AS THERE IS AN INTEREST. IF THERE IS NO INTEREST, THAN VIDEO ROOM WILL CLOSE.	
8:00	Endless Road SSX #21	tv
8:30	Endless Road SSX #22	tv
9:00	Dragon Ball #1	tv
9:30	Machine Robo Kronos #1	tv
10:00	Laputa	movie
12:00	Megazone 23, pt. II	video special
1:30 to whenever	SILLY THINGS AND MORE REQUESTS	

42 episodes apiece, meaning a grand total of 84 episodes to both shows. Seeing as the HG version contained only 65 episodes, 19 episodes worth of material were left on the cutting room floor for the english version. I'd be very interested if someone could tell me how much of Go-Shogun and Srungle are left in "Macron One".

* * *

A very good source of information on the entertainment world is Variety. I tend to at least page through it once a week at my local library, and you'd be surprised by how much SF-media related news you find in there. For instance, months before all the fans got wind of it, Variety reported that the third Star Wars film would be titled Return of the Jedi, and not "Revenge of the Jedi", as previously announced. Although rarely do they report news that fans would consider noteworthy, they are a fairly reliable source of information in general, and a good place to look to see about the latest in the entertainment industry. Anyways, all this comes to mind because of the issue I presently have before me. Its the October 8, 1986 issue, and contains a fascinating look at Toei Studios, who celebrate their 35th anniversary this year. Toei, in case you don't know, are those kind people who gave us Harlock, GE999, Hokuto-no Ken, Laputa, and so on. The issue is devoted to their achievements, and takes a very detailed look into the workings of Japan's largest movie company. True, their coverage of animation is very limited, but then again animation is only a small part of what Toei does. Anyways, I heartily recommend it for those of you who may interested in Toei and the movie industry as a whole.

Also, if you have time to check through back issues, look for the one highlighting the 25th anniversary of Marvel Comics. It contains a rather unintentionally funny report on this years San Diego ComicCon. Its a sort of mundane's view of SF conventions.

* * *

Great. I think I'm begining to push things. Trouble is, once I get on a role wrting-wise, I sometimes can't stop. And with Deadline staring at me, ~~and~~ ~~definitely~~, I really ought to get this thing finished. So, if this sounds a little abrupt, sorry, but thats all for now folks. Until next time, Be Seeing You!

Sincerely yours,



D. B. Killings

PS- The title of this 'zine is most probably purely temporary, as I have yet to come up with a title I like and I've got a ton of letterhead for one of my other APA 'zines lying around here that I want to use up.

Paul Haberman
244-16 84TH road
Bellerose, N.Y. 11426
(718) 343-7813

APA-Hashin #3 - Page 1

Hail and well met, everyone!

As most of you may have noticed, I was not in the first two issues (and may not be in #3, unless this gets to R.S.S. in time!). So, please forgive me for having to make you put up with another boring introduction trib! There isn't much else I can write about, since I didn't read the last two issues. By the way, if anyone would be willing to photocopy (or lend temporarily) their copies of #1 and #2, please let me know. Also, if anyone would like to trade tapes, soundtracks, books, or just discuss anime further, don't hesitate to write me (or, better yet, call!).

I am 18 years old, stand five feet-nine, have brown hair, and blue eyes. My favorites are: Space Cruiser, Gatchaman, Gundam / Z Gundam, Lupin III, Go Shogun, Lifarn, Dancouga, Macross, Megazone 23, and Crusher Joe. My other interests include: horror movies, Stephen King, Dark Shadows, video games, Airwolf, comics, reading, and ~~and~~ writing (more on my writing next time). My favorite non-anime movies are: Phantasm, Dawn of the Dead, Halloween, KnightRiders, The Dead Zone, The Evil Dead, both Conan movies, Scanners, Remo Williams: The Adventure Begins, and Tuff Turf. My favorite musical

Wait! There's more →

Paul Haberman - APA Hashin - Page 2.

roups are: Foreigner (I like their music almost as much as Yamato music!), Asia, Kansas, Triumph, Yes, Genesis, and Stevie Nicks.

Any show or movie that isn't in my top favorite list, I probably like. If I listed every show that I liked, I wouldn't have room for anything else! Also, I am an obsessed anime book and video collector. Here are some items that I am desperately looking for, that perhaps someone can help me find: Video - Go Shogun, Mazinger Z, Grandizer, and Danguard Ace episodes. Baldi's movie. Books - Gundam and Yamat, Roman Albums, also Mazinger Z and Voltes II. Golgo 13 and Maspeada Anime Comics #1 and #2, Xabungle Anime Comics. Soundtracks - Go Shogun: Stranger, Vifam, and Birth. Models - All I want is Southern Cross #1: Jeanne Francaix!!!! Is that too much to ask? Well, enough about my wants. Let me know what you want, and perhaps I can locate it.

Well, don't want to ramble on (as the song goes) too much this time. Next time, my trib will (hopefully) be typed!

See You Again,

Paul Haberman

APA HASHIN
Paul Sudlow
SPO
Sewanee, TN 37375

Hello everybody!

Well, there's nothing like putting off something to the last minute, especially after writing that I usually get things done without delay. So here I am, at the very last minute, trying to write a meaningful letter *quickly*.

Has anyone actually seen the Robotech Movie? I've heard all sorts of things about it, but nobody I've talked to has actually seen it. How does the whole thing come across? I heard that the voice acting was pretty bad, which is surprising since Harmony Gold did so well with Robotech (there were exceptions). I don't doubt that the sex scenes were cut, but you never know. Are they still there? And my last question to anyone who may have seen it (and I almost don't want an answer) is, how was the music and (ulp), singing? I guess it's too much to expect H.G. to retain the BGM, even minus Eve's songs.

Hmm. Projects. I promised, didn't I? OK, I'm working on a graphic novel called *Black Moby* which I hope to run in the Anime/Manga APA if it ever gets going (it was the success of this APA which inspired me to go for it). *Black Moby* is basically a *Gundam/Votoms*-like series, which combines all of the ideas I've ever run across in science-fiction and liked (well, a lot of them, anyway). Without going into mucho detail, it's about a squad of Moby pilots who are told that they're the best, and are sent to the Rhinnal Front out in the Coal Sack to relieve the hard-pressed 'ordinary' soldiers fighting there, who are all being recalled to Earth. When they get there, they discover that they're not the best, but just expendable decoys. The real aces have all been recalled to Earth to prepare for a massive strike elsewhere. There is a lot more story to it, of course - that the squad, after heavy losses, finally pulls together under the leadership of young Tony Locoti (who has to do a lot of growing up fast), who ultimately proves once and for all that the Earth gov. made a mistake when they assumed they won't see Black Moby Squadron again; that the Quadrau (the elusive enemy, humans separated from Sol types for several hundred thousand years), are acting in desperation, though nobody knows why; that a Quadrau girl named Halcyon starts to have a strange effect on fighting wherever she goes; etc, etc.

A story in the grand anime tradition - almost all of the above we've seen before, but hopefully I can bring it together a little differently; enough so to make it my own, anyway. And if not, well, hey, it's in English at least! I already have 10 pages penciled, and at least a rough idea of how the next few chapters will run, and practically no idea of where I'll wind up (yeah, well, Tolkien spent a book and a half wondering what he was going to do with this Strider guy he made up just to get the hobbits safely through the forest). These things run away with you, as you might know. God knows what this'un will show me.

Tim Eldred : Convention chairman, eh? I've staffed a few cons, and can only say it takes more than I got to run one. Certain attributes are necessary that I lack - like insanity. Silliness I got, but not much insanity. Of course, anyone who runs a con will have earned himself or herself both by the end of the con, whether (s)he started out with them or not. Jeez, I wish I could print as neatly as you can. I ought to be a doctor with the scrawl I try to pass off as handwriting. It really looks nice. And just think, you can do almost anything this Mac can, and with the power out!

Randy Stukey : My PBM stats are below. You've already got them, of course, but here they are for everybody else.

Name : William Paul Sudlow

STR 3	<u>Skills:</u>
DEX 5	Riding 2
REA 4	Computer Use 1
WIL 3	Computer Pro. 1
APP 3	Woods Lore 2 (many years of scouting)
EDU 16	Fant. Lit. 0
AGE 19	SF Lit 0
	Clarinet 1
	German 1
	Gaming 2 (I have been published)
	Newspaper 1
	Art 1
	Music 1 (very general - I know a little about a lot)
	College 1 (you know, all those classes you take in pursuit if a

major that don't add up to anything yet, but assure that you have at least a partial knowledge in various subjects of dubious use)

I suppose I ought to get in on the great discussion of reading material, since I am something of a rabid reader, but all I could do at this point is nod sagely at the comments made by you and Ed and say "Yep, that's a good'un!" Actually, I have been in the past more of a fantasy fan than a science fiction fan, though I'm drifting back in the other direction. I haven't had much time to read lately, what with all my course readings, but I do manage to devour the occasional novel. Lately I've been reading Smith's *Lensmen* series for the first time. Let's just say it's about everything I've ever looked for in space opera and then some (although Smith's attitudes toward women are a little dated). I probably would have got into them before now, but my local libraries and book stores never carried them. Other books which I have recently read include *The Forever War*, *The Hunt for the Red October* (not sf, but definitely a great read), a couple of anthologies, and a few of the "light" novels which Waldenbooks seems to enjoy piling on the shelves.

Robert Gibson : Have you seen *Project A-KO*? Considering your interest in *Hokuto no Ken*, I think you might find it worth your while, especially since you have such an admirable appreciation of silliness. Speaking of which (*Hokuto no Ken*, not silliness), your guide to the series was highly informative, thanks (we're coming to a joke). I haven't ever really considered looking into this series before, but now I feel a little more comfortable in doing so. Anyway, please expect 12 tapes to arrive in the mail any day now for immediate dubbing of the entire thing (that was the joke).

Ed Sevcik : Your list of books was quite exhaustive, and includes a couple of works I hadn't thought of as sf/f, but are good (but involved) reads all the same. I've met a lot of people who have heard of the Gormenghast Trilogy, but not many who have actually read it. I've only read the second book since it's all I could find. It was a great novel, but I found it somewhat oppressive. I always pictured that guy who animates the *Mystery* / credits as doing the artwork.

Patricia Munson-Siter : I really enjoyed the background material on *Gatchaman*. I've always wondered what happened beyond what we saw in BOTP. Have you considered putting together an episode guide for the C/FO's project? Your fiction, too,

was good. You are not, of course, going to leave us hanging. At least, I hope there's more. P.S. - good luck on your chapter. Weekly meetings? That's new! It's also the only real way to handle series. Our chapter is taking the middle path by having two meetings a month. That keeps me busy enough!

Arron Reed : Nothing like a full-color picture of Lum to catch the eye! Alpha Omega sounds interesting. Could you give us more details? The subject of love affairs in Anime is an interesting one. I've met people in love with Lum, and practically any other character you'd care to name. I guess it's a combination of our notion of cuteness (something about those big eyes...), and our appreciation and identification with the character itself. I myself am a fan of Misa; she's an intelligent career woman (you don't become a first officer without that, I don't care who your father is), who is also quite attractive. She has a peculiar combination of toughness and vulnerability that I find fascinating.

Bill Brown : OK, so how are you getting *Gal Force* first, anyway? Aww, what's wrong with Gundam? Sure, the characters are hopelessly tangled up in their own complexities, and there are more variants on the Mobile Suit than the M-4 Sherman, but that's no problem to us English speakers. We can sort it all out just fine, right? After all, where AEUG, I go.

Earnest Migaki : You know, there is at least one place in the world which subtitles Japanese shows with some regularity, and that's in our Pacific island state. There are a couple of *Harlock* and *Space Cobra* EP's floating around the C/EO that hail from *Magnum P.I.* land. I'd like to hear something about your novel. I tried to write one a few years ago about an apprentice whose master gets killed and he and another guy have to find out who did it (there's more to it than that, of course). I got 56 pages into the thing and then found out about *Mythadventures*. Boy, was I mad! Things were going so well, too. Anyway, I guess the moral to that story is, if you think you have an original idea, hurry up and copywrite it, 'cause it won't stay that way!

Well, I think that's everybody (except me, I guess). I missed the mail drop while writing this, so it has got to go out tomorrow morning (the 14th). Hopefully, Randy is providing one or two 'grace days', because he knows there'll always be something in at the last minute. OK, then, that's it. I'll try not to be so late next time, so I can devote more time to think about what I want to say. I'll also include some *Black Moby* sketches. 'Til then, keep your feet on the floor, and keep stretching for the sky (or something like that).

Paul Sudlow



Dear Fokes,

This is being written on the 28th -I think- of August. The reason I am sending it in so early is not that I wish Randy to misplace it so I can yell at him, because I know he won't. It is partly because I am afraid that when I go back to school this coming weekend there will be oodles and poodles of things for me to do up there (from Houston, almost everywhere in the country is "up there" - this one happens to be Austin), and partly because it gives me an opportunity to forego work on a story based on the autobiography of Benvenuto Cellini which I am afraid is going to turn out extraordinarily weird. Wee shall see.

As is my general custom with things of this sort, I'll just go along commenting on other peoples' comments until I find something that pricks my fancy, and then I'll go off on a tangent and wind up in the land of Nod, or some place equally far from AlbakerKAY. Therefore, let us begin with all speed.

RANDY STUKEY: To be honest, APA HASHIN is actually a fine title for this mag. I am sorry now that I even suggested "Flowers and Dreams", because I have found that its quality of growing on people all too often proves nigh irresistible, and they soon break down under its indomitable sway. I am certain that it is eating into your mind even now, and expect a panicky late night phone call from you sometime soon, in which you will confess your madness and beg me to let you change the title back to Flowers. Randy, how could I do this to you? I'm so sorry - but wait! Perhaps all is not lost. If I can cook up a title suggestion that will counteract the tumorous effect, the tattered remnants of your soul may yet be saved. All I need now is some Hyperphosphate Corpuscule and the wishbone of a duck. Meanwhile, take some aspirin and, uh, write me in the morning. By the way, those couple of times when I wrote the name as HASHLIN instead of HASHIN were not typos; I actually imagined an L in there where there was none. Sorry about that.

Excuse me for getting a little out of hand with the trib in #2, but as everybody can now see, I am a chronic book recommender. Like alcoholism, it is a disease that is very hard to shake, and is unfortunately often accompanied by a malady

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It's

SHOJO FLOWERS AND DREAMS PART TWO

Edward A. Sexik 17137 Beaver Springs, Houston, Texas, 77090

that causes me to ignore or forget the recommendations of others. I wasn't really too surprised to see that you weren't too fond of Gormenghast; among the things I forgot to mention about it are that it is incredibly long, very slow, and has almost no plot. Peake's genius lies in his brilliant use of the language, and his ability to use words to create pictures that the reader will remember for years. If the reader is a visually oriented person, that is, and since you say you are not, that explains why you -I'm guessing- found the book a little boring and incoherent. As for the other things you mention, I liked The Worm Ouroboros, though that business of calling everybody demons and pixies and elves and whatnot annoyed me more than I think it should have, and the ending - such as it was - was the quintessence of juvenile. I've got a copy of Kai Lung's Golden Hours sitting on the shelf but haven't gotten around to reading it yet. There is an english trans of Amadis in the U.T. Library, I know, 'cause I read it, but I haven't seen Boiardo in anything but Italian, so I guess I can't really help you on either count. Perhaps, however, you can help me. I'm looking for a decent english translation of the Hypnerotomachia Poliphili. The cover page of the funky latin text I've seen has this great illustration of Priapus in his - usual - pose. I'm also on the look out for any information I can get on a very strange book published a few years ago called the Codex Seraphinianus, by some Italian guy whose name eludes me at the moment. It is filled with very odd illustrations, mainly of people turning into alligators and other such things, and a copious text which is, unfortunately, written in a language and script of the author's invention and is thus completely inscrutable. It is a beautiful book, though. Wish I could read it.

You caught me on one, though. I have never read The Night Land, by Hodgson. That is absolutely on the top of my list as soon as I get back to Austin. Johnny Quest huh? Hmmm, we'll see about that.

I finally had an opportunity to see the episode of Urusei Yatsura that introduces that fox or cat or whatever it is, and I must say that I was a little disappointed. Is this what all the fuss is about? This - this CARE BEAR with Spock ears and a tail? What good is it? It didn't zap anybody. It didn't poison anybody. It didn't beat anybody up. It was pathetic. I wanted to squish it. BY the way, how do we know that it is something out of Japanese mythology at all? Certainly there are enough strange creatures, like that big white cat that somebody please tell me what it's doing there, in Urusei Yatsura that are merely products of the creators' distorted minds, and how do we know that the Japanese animators take any more care with their myths than ours do with classical mythology?

Allright, regarding this role playing game. Though it may test the boundaries of belief, you people are looking at a person who has never played a role playing game. And we're talking never, folks. We're talking not even the original D&D module when it first came out. We're talking not even those things where you get to be the SS commander in a battle over some Polish city divided into umteen jillion little hexagons. Nada. Nevertheless, I guess I'd be a real weenie not to participate, so I'll give it a whirl, but please note, Randy, that you are going to have to be extremely complete and clear in your instructions, if only so that I can understand what I am supposed to do without making too great a fool of myself. I mean, you're looking at a guy who wouldn't know a 12½-sided die from his left ~~XXXXXXXXXX~~.

All that over with, here are the stats you requested, or as near as I can come.

NAME: Ed (I'm giving my real one - I wasn't supposed to choose a new one, was I?)

Attributes:

STR: 4	SKILLS (Oh, dear)	
DEX: 3	History - 1	Public Speaking - 0
REA: 4	Philosophy - 1	Orchard Management - 0
WIL: 2	Mathematics - 0	Piano - 0
APP: 3 (What else?)	Speleology - 2	Recorder (the instrument) - 0
EDU: 15	Biology - 1	Physical Science - 0
AGE: 21	Stamp Collecting - 0	Literature (all types) - 3
	Mouse breeding - 0	Legal research - 1
	Camping & Hiking - 0	Artistic writing - 2
	Myth and Folklore - 1	Painting - 0

Desired Babophebe professions:

ALCHEMIST - first choice
 ROBOT PILOT - second choice
 PRIEST - third choice

Is that okay? I hope so.

PAT MUNSON-SITER

I'd enjoy contributing to your Gatchaman APA, and my first article will be a long explanation, for those deluded persons who might disagree, of why 7-Zark-7 was not only one of the finest and most sophisticated animated characters ever created, but definitely shines out as the supreme imaginative creation of our age. I can see him now, rolling around in his control booth with his little robot dog by his side, making sure that everything was okay. What high tragedy, him and that girl computer separated by all those millions of miles of space! And when he put

his little robot hand over his little robot heart and said, "I'm proud to be a member of...G-FORCE!" I wept. I literally got down on my knees and wept. So you see, I already know all that anyone kneeds to know about Gatchaman.

From your comments I got the impression that you like Gatchaman because of the story, not because of the art. Am I right to assume this? The reason I ask is that I always thought the art was rather scratchy and indistinct, but I may be wrong. Most of the contact I've had with the show has been through BoTP, so I can't really call myself an expert. I enjoyed your art and story, of course, but I don't like to comment too much, even approvingly, on other people's art, as that can be kind of a sensitive subject.

Dear
Personally
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Remember
Ed

I don't know about you, but I think it has a certain poetic flair to it, myself. Far more enjoyable, in fact, than the original letter.

Are you getting tired of having to turn this issue upside down and backwards to read my letters? I know I am, so why don't we just go on to the next page and a more normal format, huh?

PAUL SUDLOW: I was thinking back over exactly how many copies of my trib in #1 that I made, and for a while I was positive that I made ten, and mailed ten, and hence I was going to accuse somebody of something. Now, however, it occurs to me that I might have only made nine, and intended to send the original in as one of the copies, and then kept the original by mistake. Please accept my humble and heartfelt apologies for depriving you of this literary masterpiece for so long. I was going to rectify my error by retyping the whole thing here just so you would be able to experience it, but that would take too long, so I have decided just to give you the first word of each sentence. Here they are:

CONTINUING WITH PAUL SUDLOW:

I knew I'd seen your name someplace before, and on looking through my files (I save everything; I got a whole bunch of these titanic 3-ring binders from where I worked last year, and I put all my animation stuff into them, mags and bulletins as well as convention flyers and newspaper clippings and what have you) I found your letter in July's Shoptalk, in which you outline your anime and manga APA project. I'm a little surprised that you didn't mention it in your Hashin trib; has it died, or what? In case it hasn't, I'll comment on it here, because I didn't get a letter in to Shoptalk in time for the Aug. edition. (In fact, I didn't get in a letter at all, because I couldn't think of anything to say, if you can believe it.) Essentially, I think it's a great idea, I'd love to participate, and I'm fairly sure it will work. Just one - or actually two - things. First, I'm a little unclear as to exactly who pays for what. If someone submits only one thing a year, does he get it printed free if he's been subscribing all that time, or does he still have to pay?

Second, there is one catagory of submissions that you left out, either intentionally or un, that I would like to suggest, and that is ANALISEEEEEES!! What's the fun of a cartoon if you can't analyze it? I can think of so many interesting topics...Insect motifs in Nausicaä...Phallic symbols and Freudian overtones in He-Man...The fine art of stereotyping...Big-eye disease, and so many more. Did you know that a recent poll of students in a major U.S. university revealed that about 40% of them thought that when somebody runs off a cliff, he'll run straight out into the air, hang there for a second, and then fall straight down...because they'd seen it on cartoons? Fascinating stuff. Remember the anal in analyze, and let's get psychological!

AARON REED:

First off, where can I get a subscription to Final Stop Andromeda, and how much will it cost?

Second off, I enjoyed your HAND COLORED picture of Lum; is it yours, or did you get it from somewhere? I don't ask that to be insulting; I'm actually quite curious, because I noticed that her eyes are crossed, and I think one of the absolutely distinguishing features of Takahashi Rumiko's characters is that they are crosseyed at least half the time. Have you noticed that the characters in Yatsura have both large eyes and small pupils? That's kind of unusual, actually. Most of the 'big-eye' characters have eyes that are almost filled by iris and pupil, like Kei and Yuri, for example. There's this one great scene in a Yatsura episode, and

I'm sure in others as well, where Ataru Moroboshi squints, and it's actually the irises and pupils of his eyes that close up, not the eyes themselves. Weird, but I love it. I love the characters, I love the show, regardless of what Randall might say. The only character I don't like is that fox. I want to take a cattle prod to it. Whether the illo was yours or not, I loved the coloring job. I'm going to have to do that someday.

By the way, have you ever read anything by Charles Williams?

EDWARD SEVCIK:

Ed, to tell you the truth, I think you've gotten a little out of hand on this one. This is supposed to be an ANIMATION fan APA, not some forum where you can spout off about books and literature and tell people they aren't very literary and generally hack them off. Honestly, to judge from your writing your parents must have had a hell of a time potty training you. And by the way, I noticed that in your comments you addressed everybody personally, except Randy and Robert, whom you spoke of in the third person and about whom you said all kinds of awful things with no provocation whatsoever. Blood and sausages indeed. Sheesh, what a Nebulon!

BILL BROWN:

I agree with you that Randall should admit that he is actually a secret fan of Urusei Yatsura and that he watches all the shows and loves them, except for that fox, because of its overall wimpy nature. (They also have exactly the same kind of eyes, little, beady, and set close together..ED, SHADDUP, YOU'RE DOING IT AGAIN YOU BIG DUMMY! EXCUSE ME FOR THIS INTERRUPTION. RANDALL'S EYES ARE ACTUALLY VERY HANDSOME, ED DOES NOT KNOW WHAT HE IS TALKING ABOUT. HE WAS DROPPED ON HIS HEAD AS A CHILD, POOR THING. IT WAS VERY SAD. YOU SEE, HIS FATHER FORGOT HE WAS HOLDING THE INFANT IN HIS ARMS WHEN HE THREW UP HIS HANDS TO CHEER WHEN SPRITEL AND CHIM CHIM OPENED THE TRUNK OF THE MACH FIVE AND STARTED THROWING FRUIT AT THE BAD GUY, WHO WAS FOLLOWING THEM ALONG THAT TWISTING ROAD IN THE ALPS. MAN, IT WAS EXCITING. WE NOW RETURN YOU TO OUR REGULARLY SCHEDULED LETTER, IN PROGRESS..the hair and skin with a pair of pliers, then you gut it and clean it, sprinkle with chives, and put it in a 600° oven for three hours. The tail can be used as a garnish...oh, are we back?)

Let me just say that like you, I encourage all forms of nasty, obscene, disgusting, or otherwise offensive effusion in HASHIN. Somebody I know in Austin has done some real neat Yatsura drawings, and I mean some seriously unprintable stuff here. Worse than the "Ode to an Embalmed Pig Fetus" that I wrote for my 12th grade bio class. I mean, is this a man's APA, (sorry, Pat) or what? Just don't ask me to be the first.

TIM ELDRED:

Though I have never had the good fortune to be elected a con chairman, I have a pretty good friend in Austin who organizes one each year, and I helped him with last year's, and so I know what kind of hellish horrors await when one takes on that kind of job. For him, the big surprise was the hotel suddenly deciding it wanted almost double the money they had originally agreed on, IN ADVANCE. He was quite a busy person for quite a while, so I understand why you've been a little pressed for time. I hope it went well and you are now sufficiently recovered to give us lots of art and drawings and anything else you can think of.

I appreciate your sympathy; Hashin is indeed a much more suitable name than F&D. You see, whenever I am part of a group that is asked to collectively submit names for something, and that happens a lot more frequently than most people would believe, I have found that the ones I come up with are usually too weird or abstruse to go over well, so I have simply hit upon the device of suggesting the first crazy thing that pops into my head and then acting as if I think it is the most brilliant idea ever ideaified. So you see, I...I didn't really care about it at all, really...no, really...I'm not upset....really...this is just some soot in my eye...

Let's talk, eh? Perhaps by now you've had a sample of the lengths I will go to when my leash is untied. As I said before, I enjoy all Japanimated cartoons, or at least I can't think of any I really hate.* Nevertheless, since you make such a point of asking, here is a list of some of the shows and movies that come to mind, animated, that is, and my opinions on them.

KAZE NO TANI NO NAUSHKA: I'm going to admit it, I cry every time I see this movie, and I've seen it four times. It is excellent, romantic, dramatic, everything I could want. Sure, the clouds look like Cool Whip, but it's still a great film. Do not speak to me about the English translation, Warriors of the Wind. It was appalling, an outrage. I cried when I saw it, too, but for a different reason. What I really wish is that someone had put out a Nausicaä TV show, because, to judge from the fragments of the ^{manga} that I have seen, there is a lot more story in the comic than in the movie.

LENSMAN: I kind of liked this film for its animation; the story was pretty ditsy. I guess I'll have to read those Lensman novels someday. This movie contains scenes of what I call "Gratuitous Animation", that is, scenes that didn't need to be in the film for any reason except to allow the animators to show off. The scenes where he's crawling around in the ~~Sir~~ vent are a good example. Far from being a drawback, gratuitous animation is one of the hallmarks of a superior movie.

*actually, I just thought of a couple, but I'll tell you about them some other time.

The Big 08.0

DAGGER OF KAMUI: Great animation, inconceivably complex plot. I had a great time with it, particularly because Oyuki has to be one of the best looking ladies in animated cartoons.

MEGAZONE 23: PART I seems to have been done by at least some of the people who did those Cream Lemon shows. The girls look too goofy and everybody's hair is real weird. The scenes of things getting blown up and shot to pieces were pretty cool, though. PART II - an essay in social unrealism. The show is admittedly beautiful, but I didn't really like anybody in it, and the ending was pretty corny.

Let's see, what else can I think of...are you getting the impression that I am unable to simply list my likes and dislikes? I certainly am.

MOVIES I'D LIKE TO SEE AND AM PRETTY SURE I WILL LIKE:

Urusei Yatsura - all four of 'em

Castle in the Sky Laputa

Genma Taisen

Crusher Joe

Everything else in the Baycon program book

Have you ever seen a film called TWICE UPON A TIME? I can't think of the name of the company that made it, but it's really great. It's also non-Japanese. It concerns this really nasty villain named Synonymous Botch who discovers that the Cosmic Clock, which controls all time, is actually hanging in a novelty store in some midwestern American city, and the adventures he and the good guys who try to stop him from getting his hands on it go through. It is one of the most hilarious movies I've ever seen in my life. There were two versions released, one, for older people, has a lot of off-color dialogue in it. The other doesn't. If you haven't already seen it, I'd recommend it. The animation is great, really surrealistic.

As for shows, this is where I really get into it, because I think the long and twisted plots that I like can only come out in series'. What they are is actual novels put on TV. I like Yatsura, Lupin, Orguss, Macross, Vifam, anything by Matsumoto Reji, anything by the Crusher Joe / Giant Gorg people, and I'd love to be introduced to Armored Trooper Votoms. You ~~may~~ be hearing from me, or have already done so by the time this sees print.

CASTLE
CAGLIOSTRO = GREAT
MOVIE

WILL

ERNEST MIGAKI

I understand the trouble you have been having organizing a C/FO chapter in your area. I hate to say it, but as you have probably found out by now, even after a chapter has been organized, it is usually only one or two people who do all the work. The rest come around to watch or get copies, but have to be goaded like the devil before they will actually do anything for the club.

Robert, are you going to use your influence with the OE of this publication to make sure that your trib is always at the end? Not that I'm complaining, of course. I'd hate to see mine at the end, but I was just wondering.

Yes, we did get that little translation tiff worked out, once you admitted that you were totally wrong and properly thanked me for correcting your errors. No, no, you don't even need to say it, OF COURSE I will be happy to help correct your problems in the future. By the way, I just discovered that her name is Goodyear, not Bloomers.

[illegible]

I am afraid I am going to have to eat a little crow here, folks, because since I sent in that last trib Robert HAS INDEED.....

written me a personal letter.

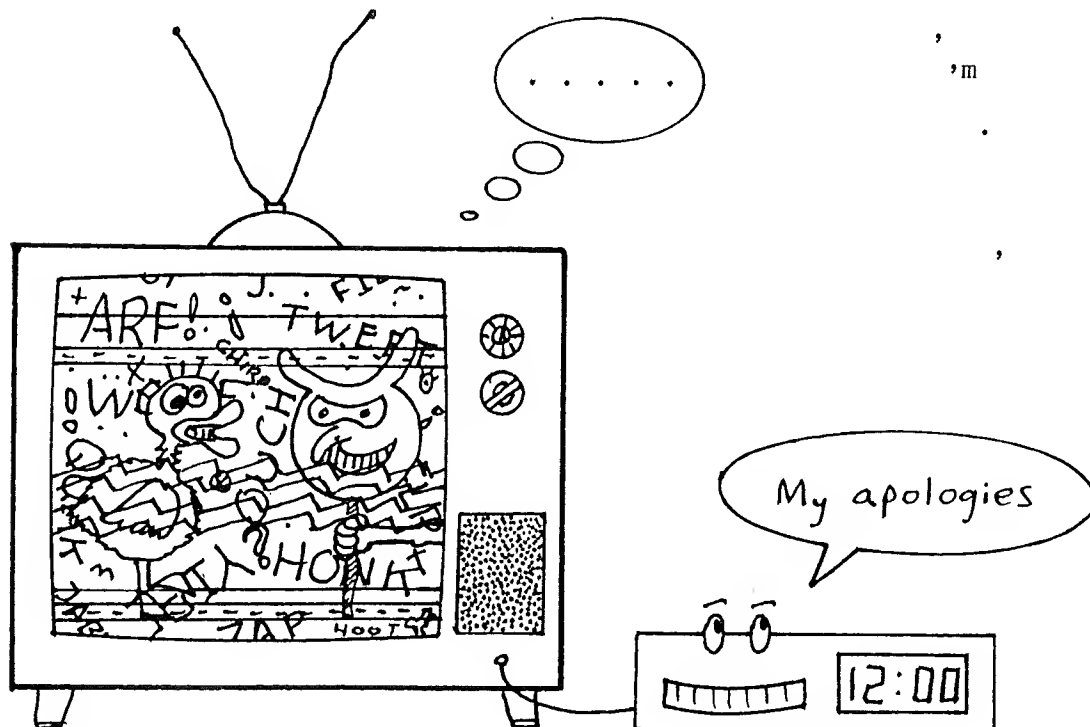
on Nausicaä paper yet.

So I guess I can't really accuse him of not writing to people. I am a nut about letter writing as well; I immensely prefer a letter to a phone call. In a letter I can be myself; over the phone I have to be some idiot who just got up from dinner or a nap.

Unfortunately, after reading your Hokuto No Zine, I am unsure as to how long I am going to be able to keep myself from becoming a fan of the show. Keep wooing me, and maybe someday I'll crack.

By the way, one interesting note: C#
Now back to the letter.

I did, however, think of something that you might find intriguing. On the last page of your Ken zine you say that Shi chou sei is a star of evil omen located near the Big Dipper, and if someone sees it something nasty will happen to them. Well, it just so happens that there actually IS a small star near the big Dipper that most people don't know about, because it is very faint and can only be seen on very clear nights by people with fairly good eyesight. It is called Alcor, and it is very near to the star that is in the middle of the handle of the Dipper. It is so close to the larger star that it blends into it on hazy nights, but if you go out on a clear, dark night and look very carefully, you should be able to see a tiny fleck of light right near the bigger star - the name of which, you have guessed by now, I do not know. In the ancient world, Alcor was used as an eye test. If you could see it, then you had reasonably good eyes. Of course, in Roman times there was a lot less (read 'no') ground light at night to obscure the night sky. Just an interesting little piece of trivia that occurred to me. As for its being a star of evil omen, that I seriously doubt, as I first saw it years ago and I'm sure that nothing so terrible has sikdjk m cvm,vb_n



No, seriously.....



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